Kyle James
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Objective:
A co-op in the computer technology field utilizing programming skills in C#, Java, HTML, and CSS that will enhance my skills in the industry. Available May 2021— Aug 2021.

Education:
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2023
Bachelor of Science, Game Design and Development   **GPA: 3.86**
Related Courses: Game Design and Algorithm Problem Solving I (C#), Game Design and Algorithm Problem Solving II (C#), Introduction to Interactive Media (HTML, CSS), 2D Animation and Asset Production (Photoshop, Adobe Suite)

Skills:
Programming Languages: C#, HTML, CSS, Java, Lua, Python
Software Tools: Microsoft Visual Studio, Bluejay, GameMaker, Unity
Operating Systems: Microsoft Windows

Projects:
Video Game Server Community, Personal Project   Aug 2019 — Present
- Developing a website in HTML, CSS, and JavaScript using text editors and GitHub for version control and MySQL databases to link the website to game servers.
- Developing a Discord bot in JavaScript using Discord Bot Maker and GitHub for version control and webhooks to retrieve various information from game servers.
- Communicating with external customers to freelance game server development and community building.
- Designing graphics utilizing Photoshop, After Effects, and Illustrator through the Adobe suite.
- Developing video game servers in Lua and Java using text editors and GitHub for version control and MySQL databases to link servers to the website.
- Constructing design documents for several game servers using Google Docs.

Video Game, Academic Project   Jan 2020 — May 2020
- Managed a team of three other students as production manager utilizing tools in Google Drive, Discord, and Trello for organization.
- Developed a C# game using Microsoft Visual Studio 2019 and the MonoGame library using GitLab as a shared repository and for version control.
- Developed external C# tools using Microsoft Visual Studio 2019 using GitLab for version control.

Work Experience:
Vapotherm   Jun 2020 — Aug 2020
Capital Equipment Assembler   Exeter, NH
- Constructed excellent respirator Precision Flow units in a team of six for COVID-19 patients.
- Trained new hires to improve skills related to the job.
- Multitasked three to four different stations when teammates were out of work to keep production up.

Private Farm   May 2019 — Aug 2020
Farmhand   Newmarket, NH
- Stacked heavy hay bales alone on a wagon and in the loft of a barn on 90+ degree days.
- Removed house siding skillfully and swiftly to redo the siding of the farmhouse.

Three Chimneys Inn   Apr 2016 — Aug 2019
Busser   Durham, NH
- Provided excellent customer service to customers and worked with co-workers to keep the facility clean and functioning.

Bob's Stores   May 2019 — Jun 2019
Inventory & Closing Assistant   Saugus, MA
- Worked in a large team to take inventory and assist in moving heavy items out to close the location.