

Kyle James

(603)-674-1911 | kylejames0408@gmail.com | <https://www.linkedin.com/in/kylejames0408/>

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, Unity, GameMaker

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, improving in-game experiences for 20+ clients.
- Developing a Discord bot in JavaScript using Discord Bot Maker and GitHub for version control and webhooks to retrieve various information from game servers to make a safer space for 275+ users.
- Communicating with external clients for game server development about content reaching 100+ users.
- Designing graphics utilizing Photoshop, After Effects, and Illustrator through the Adobe suite, saving \$50.
- 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, loading content 20+% faster than other top communities.
- Constructing design documents for several game servers using for content reaching 3,000+ users.

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 daily to reach weekly goals.
- Developed a C# game using Microsoft Visual Studio 2019 and the MonoGame library using GitLab as a shared repository and version control, resulting in 3000+ lines of code.
- Developed external C# tools using Microsoft Visual Studio 2019, saving 2+ hours of coding per developer.

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 worldwide.
- Trained seven new hires to improve skills related to the job.
- Multitasked 3-4 different stations to keep production up to roughly 20 units per shift.

Private Farm

May 2019 — Aug 2020

Farmhand

Newmarket, NH

- Stacked heavy hay bales alone on a wagon and in a barn's loft on 90+ degree days 2-3 days per week.
- Removed house siding skillfully and swiftly to redo the farmhouse's siding, saving roughly \$900.

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 1-2 days per week for 6+ hours at a time.

Bob's Stores

May 2019 — Jun 2019

Inventory & Closing Assistant

Saugus, MA

- Worked in a large team of 20-30 to take inventory and assist in moving fixtures out to close the location.