

# Lorenzo James

[Portfolio website](#)

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**.com**

## EXPERIENCE

### University of the Arts Utrecht, Utrecht, Netherlands — *Student assistant*

January 2018 - June 2018

- Assisted professors in the course Building playful worlds.
- Helped student build interactive games in Unity 3D game engine
- Prepared and gave a class on game AI

### Sherlocked, Utrecht, Netherlands — *Game programmer*

September 2017 - January 2018

- Worked on a team commissioned to develop a AR mystery experience for the iPhone.
- I was responsible for programming all the ARKit functionality and merging OpenCV with ARKit to implement image recognition in AR space. I also did gameplay programming testing and bug fixing.

### PlayMagic, Msida, Malta — *Junior Game developer (Intern)*

February 2017 - June 2017

- Worked on an unannounced Gear VR and Oculus Go game project.
- I was mainly responsible for programming the game AI and implementing animations. I also implemented new game features, did game testing, bug fixing and code refactoring.

## EDUCATION

### Heriot Watt University, Edinburgh, Scotland — *Msc in Computing (2 years)*

September 2018 - December 2020

- Currently Vice president of the Heriot Watt Game development Society.

### University of the Arts Utrecht, Utrecht, Netherlands — *Bachelors in Creative Media and Games*

September 2014 - August 2018.

- Graduated in the specialization Game Development.
- Erasmus exchange: took game programming and production courses at Kajaani University of applied Sciences in Kajaani, Finland.

## SKILLS

### Programming languages:

#### Proficient:

C#,HTML, CSS

#### Exposed to:

Java, C++, JavaScript, JQuery

### Tools:

Unity3D,  
Visual studio,  
Source control/Git/SVN,  
ARKIT, VR, Arduino

### Skills:

Problem solving,  
Multidisciplinary  
teamwork,  
Communication,  
Agile/Scrum,  
Object-Oriented  
programming

### Notable Courses:

Artificial intelligence  
and Intelligent Agents,  
C++ programming,  
Data structures and  
algorithms,  
Software Engineering,  
Interactive Development  
(Unity & Processing)

### Activities:

Actively participate in  
Game jams &  
Hackathons,  
Co-run the Heriot-Watt  
Game development  
society

