

Lorenzo James

[Portfolio website](#)

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EXPERIENCE

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

February 2017 - June 2017

I worked as part of the technical team who was assigned on a Samsung Gear VR game project. I was responsible for programming and implementing new game features, polishing and refactoring game features and code, programming game AI, implementing animations, Game testing and bug fixing.

Sherlocked, Utrecht, Netherlands— Game programmer

September 2017 - January 2018

I worked on a team commissioned by Sherlocked on an AR mystery experience for the Iphone. I was responsible for everything ARKit, the combining of ARKit and OpenCV, gameplay programming, game testing and bug fixing.

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

January 2018 - June 2018

I assisted the professors in the course *Building playful worlds*. My responsibilities were helping first year university students build an interactive game/world in the Unity 3D game engine, preparing a class, helping the students with any programming problems and assisting the professor wherever necessary.

EDUCATION

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

September 2014 - August 2018.

Kajaani University of Applied sciences, Kajaani, Finland— Erasmus Exchange program

September 2016 - December 2016

For my specialization module I put 30 ECTS towards game programming and production courses in an Erasmus exchange program. Notable courses were: C++ programming, C++ continuation course, Game production, Data structures and algorithms.

SKILLS

Programming languages:

C# (unity framework)
HTML, CSS

Software:

Unity3D, Visual studio,
Source control(Github,
sourceTree)

Technologies:

AR (ARKIT), VR, Arduino

Soft skills:

Problem solving,
working in
multidisciplinary teams,
communication,
working with Agile
(Scrum)

Languages:

Dutch: Native speaker
English: Written &
spoken

PROJECTS

Tesla the missing pages — *Commissioned by Sherlocked*

Tesla the missing pages is a (unreleased) mystery experience created for the company Sherlocked. We created a game where players solve puzzles by coloring in pre-printed markers. When these markers are colored in a 3D object is projected on it, these objects can be interacted with by the player and other 3D objects to solve puzzles.

The AR tracking in the game was made by using the Apple ARKit plugin in Unity, but since ARKit did not have the ability to track markers we decided to combine it with the marker tracking of OpenCV to get the result we hoped for.

I was responsible for everything ARKit, the combining of ARKit and OpenCV, gameplay programming and game testing/bug fixing.

Tesla the missing pages — *Graduation project*

The Cleaner is my graduation project, where I've focused on creating game AI. The enemy is a weak creature who uses hit and run tactics and collaboration to try and defeat the player.

I used a Finite state machine to create the behaviour of the enemy AI. The Finite state machine interacted with interfaces which were used by multiple objects in the game. This made it easy for all the game elements to interact with each other.