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LORENZO JAMES
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WORK EXPERIENCE

Student assistant	University of the Arts Utrecht	Jan 2018 – June 2018
<ul style="list-style-type: none">Assisted the professors in the first-year undergrad course Building Playful Worlds.Helped students build interactive games in the Unity3D game engine.Prepared and gave a lecture on game AI using Finite State Machines.Helped organizing a game-jam and assisted teams throughout it.		
Game programmer	Sherlocked	Sep 2017 – Jan 2018
<ul style="list-style-type: none">Designed and developed an AR mystery experience for the iPhone.Implemented OpenCV with ARKit to enable marker tracking in AR space in Unity 3D.Implemented game mechanics and featured, bug fixes and did code refactoring.		
Game programmer, Intern	PlayMagic	Jan 2017 – Jun 2017
<ul style="list-style-type: none">Responsible for the implementation of the AI behaviors and AI animations for an unannounced Gear VR and Oculus Go game project.Implemented new game features, bug fixes and did code refactoring.		

EDUCATION

Edinburgh, United Kingdom	Heriot-Watt University	Sep 2018 – Aug 2020
<ul style="list-style-type: none">M.S.C. in Computer Science (2 years). (On course for 2:1 or higher)Notable Courses: Advanced Software Engineering; Operating systems and concurrency; Artificial intelligence and intelligent agents; Network applications; Databases and information systems.Vice president of the Game development Society.		
Utrecht, Netherlands	University of the Arts Utrecht	Sep 2014 – Aug 2018
<ul style="list-style-type: none">B.S.C. in Creative Media and Game Technologies. Specialized in Game development.Notable Courses: Interactive development; Action design principles; Thinking of development; Game Technologies.Erasmus Exchange program: Took Game programming and production courses at Kajaani University of Applied Science in Kajaani, Finland. Notable courses were: C++ programming; Data structures and algorithms; WWW and the internet; Game production.		

ADDITIONAL EXPERIENCE

- Global Game Jam:** Participated in the Global Game Jam in 2016, 2017 and 2019.
- Living Lab Game Jam (2016):** Participated in an international collaborative game Jam between Dutch and Asian universities hosted by University of the arts Utrecht.
- Global Applied Game Jam (2018):** Participated in an international collaborative game jam between Asian Universities and the University of the Arts Utrecht, Hosted in Pohang, South Korea by Postech University.
- Heriot-Watt game development society:** As vice president of the game development society I help society members realize game ideas, develop tutorials, share resources and organize events.

LANGUAGES, SKILLS AND TECHNOLOGY

- C#; Java; Html; CSS; JavaScript; SQL; C++.
- Language flexibility; Communication; Self-learning; (Multi-disciplinary) Team work; Version control; Agile (scrum); Problem solving.
- Unity 3D; Visual Studio; Eclipse; Arduino; ARKit; VR; Git.