

James McLain Johnson
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Portfolio: mclainj.github.io

Objective

Seeking a meaningful internship related to game development.

Education

Texas A&M University, College Station, TX
Bachelor of Science in Computer Science
Minor in Game Design & Development
GPR: 3.57

May 2020

Relevant Coursework:

Data Structures and Algorithms (Lab)
Programming Languages,
Natural Language Processing,
Principles of Statistics I & II,
Complete C# Unity Development 3D (online course)

Computer Systems (Lab),
Programming Studio (Lab),
Linear Algebra,
Computer Graphics,

Technical Skills

C++, Python, C#, Java, Unity, UE4, Git, OpenGL, R, Hadoop, SQL, UNIX, Linux

Experience

Natural Language Processing Group, TAMU

August 2017-Present

Research Team Member

- Investigated and implemented sentiment/emotion analysis models
- Utilized machine learning tools and statistical methods

Chillennium Game Jam 2016, College Station, TX

September 2016

Lead Team Programmer

- Directed the design and mechanics of the team's game entry

The Bus Boys, McKinney, TX

June 2014-August 2016

Owner

- Provided set-up and clean-up services for a local wedding venue

Activities

Unity Game Development

January 2019-Present

- Progressing my Unity skills by working on a variety of game mechanics and architecture

ACM-ICPC Local Programming Contest, College Station, TX

October 2017

Contestant

Japanese Language & Culture Club, TAMU

January 2017-Present

Events Officer

Computer Construction and Refurbishing

Fall 2015-Summer 2016

- Managed the build and repair of several PCs

Honors

National Academy of Engineering, Grand Challenge Scholar

Fall 2017

Boy Scouts of America, Eagle Scout

Summer 2013