James McLain Johnson

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Portfolio: mclaini.github.io

Objective

To join a dedicated team crafting innovative game experiences.

Qualification Highlights

- B.S. in Computer Science in progress (senior)
- Proficient in Unity, C#, C++, GLSL & HLSL
- Experienced in game shaders, graphics pipeline, AI, and networking

Education

Texas A&M University, College Station, TX Bachelor of Science in Computer Science

Minor in Game Design & Development

GPR: 3.57

Relevant Coursework:

Computer Graphics, Shader Dev. with Cg/HLSL (online course), Game Development (ongoing), C# 3D Unity Dev. (online course),

Linear Algebra, Natural Language Processing

Technical Skills

Languages: C++, C#, GLSL, HLSL/Cg, Python, Java, R SDK/API: Unity, OpenGL, Photon, NLTK, TensorFlow OS: Windows, MacOS, Unix, Linux

Experience

Programmer, Biterate Entertainment - Capstone Course Team College Station, TX

Fall 2019

May 2020

- Developing Unity3D platformer/puzzle game with interdisciplinary team
- Focus on AI, combat, utilities, and shaders

Technical Lead, iCode

May 2019-August 2019

Allen, TX

- Instructed students on varying areas of computer science, including game and virtual reality development with Unity
- Coordinated deployment of hardware and software to classes

Research Member, Natural Language Processing Group August 2017-May 2019 College Station, TX

- Created sentiment/emotion analysis and question generation models
- Utilized machine learning tools and statistical methods

Programmer, Chillennium Game Jam

Fall 2016 and 2019

College Station, TX

- Implemented design and gameplay mechanics
- Mentored participants on game programming and Unity

Activities

Unity Game Development

January 2019-Present

- Progressing my Unity skills by working on a variety of game mechanics and architecture
- Customizing render pipeline and writing shaders

National Academy of Engineering, Grand Challenge Scholar

Boy Scouts of America, Eagle Scout

Summer 2013

Fall 2017