

**James McLain Johnson**  
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Portfolio: [mclainj.github.io](http://mclainj.github.io)

## **Objective**

To join a dedicated team crafting innovative game experiences.

## **Education**

**Texas A&M University**, College Station, TX  
Bachelor of Science in Computer Science  
Minor in Game Design & Development  
GPA: 3.64

May 2020

## **Relevant Coursework:**

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

Linear Algebra,  
Game Development,  
Natural Language Processing

## **Technical Skills**

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

## **Experience**

**Programmer**, Capstone Course Team  
*College Station, TX*

August 2019-December 2019

- Developed Unity3D platformer/puzzle game with interdisciplinary team
- Focus on render pipeline, shaders, AI, and utilities

**Technical Lead**, iCode  
*Allen, TX*

May 2019-August 2019

- 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  
*College Station, TX*

August 2017-May 2019

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

## **Activities**

**Unity Game Development**

January 2019-Present

- Progressing my Unity skills by working on a variety of game mechanics and architectures, and writing custom shaders

**Programmer**, Chillennium Game Jam

Fall 2016 and 2019

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

**Member**, TAMU ACM SIGGRAPH

September 2019-Present

- Attending workshops for asset creation software (ex: Maya and Substance Painter)

## **Honors**

**National Academy of Engineering**, Grand Challenge Scholar

Fall 2017

**Boy Scouts of America**, Eagle Scout

Summer 2013