

**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)	Computer Systems (Lab),
Programming Languages,	Programming Studio (Lab),
Natural Language Processing,	Linear Algebra,
Principles of Statistics I & II,	Computer Graphics (Spring 2019),
Complete C# Unity Development 3D (online course)	

## **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