

James McLain Johnson
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Portfolio: mclainj.github.io

Education

Texas A&M University, College Station, TX

May 2020

Bachelor of Science in Computer Science

Minors in Game Design & Development, and Cybersecurity

GPA: 3.64

Relevant Coursework:

Computer Graphics,
Shader Dev. with HLSL/Cg,
C# 3D Unity Development,
Computer & Network Security,

Linear Algebra,
Game Development,
Game Level Design,
Distributed Systems

Technical Skills

Languages: C/C++, C#, GLSL, HLSL/Cg, Python, Java, R

SDK/API: Unity, OpenGL, Photon Networking, gRPC, NLTK

Experience

Programmer, Capstone Course Team

August 2019-Present

College Station, TX

- (2020) Creating RTS/3rd Person Action hybrid game with AI opponent
 - Implementing gameplay programming and custom shaders
- (2019) Developed Unity3D platformer/puzzle game with interdisciplinary team
 - Focus on AI, render pipeline, shaders, and utilities

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

Activities

Unity Game Development

January 2019-Present

- Progressing my Unity skills by working on a variety of game mechanics and architectures, and customizing the render pipeline

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 lectures and workshops pertaining to computer graphics

Honors

National Academy of Engineering, Grand Challenge Scholar

Fall 2017

Boy Scouts of America, Eagle Scout

Summer 2013