James McLain Johnson
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Portfolio: mclainj.github.io

Objective
To join a dedicated team crafting innovative game experiences.

Education
Texas A&M University, College Station, TX   May 2020
Bachelor of Science in Computer Science
Minor in Game Design & Development
GPA: 3.64

Relevant Coursework:
Computer Graphics,   Linear Algebra,
Shader Dev. with HLSL/Cg (online),   Game Development,
C# 3D Unity Dev. (online),   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   August 2019-December 2019
College Station, TX
- Developed Unity3D platformer/puzzle game with interdisciplinary team
- Focus on render pipeline, shaders, AI, 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 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