## **James McLain Johnson**

1107 Tucker St, McKinney, TX. 75069 972-743-3534 | mclainj@tamu.edu 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