

James Quigley

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Experience

GAMEPLAY PROGRAMMER | MSU EMPATHIC GAMES INITIATIVE | AUG 2020 - PRESENT

- Prepared 3 games to promote social issues such as anxiety, physical exercise, and gender identity.
- Implemented heart-beat sensors, motion sensors, and computer vision to measure emotion and physical exercise and performed integration testing to ensure accessibility.
- Delivered both virtual and in-person experiences for a public showcase hosted by Detroit Museum of Sciences.

SOFTWARE ENGINEER | SHUTTLIO | MAY 2020 – AUG 2020

- Brought a full-stack application through the software development life cycle to production
- Developed a back-end Django APIs to service information from millions of influencers.
- Built application to handle a high-volume of consumer requests and scale with real time data processing using AWS, Docker, Lambda, and SQL
- Created a front-end React interface to display engagement, audience demographics, and brand affinity.

PRESIDENT | MSU TABLETOP ROLEPLAYING CLUB | MAY 2018 - PRESENT

- Revised marketing, social media, and organization policy leading to a 300% increase in club attendance in one year. and grew social media presence by 100% annually across 3 platforms
- Coordinated game designers to collaborate on 40+ page print products.
- Led 100+ hours of play testing and feedback groups for non-digital game prototypes
- Documented and Designed more than 1000 hours of game content.

Education

M.A. MEDIA AND INFORMATION | MAY 2022 | MICHIGAN STATE UNIVERSITY

- **Minors:** Computer Science, Game Design and Development

Skills & Abilities

Languages: C#, C++, Java, JavaScript, TypeScript, Python **Frameworks:** Angular, Bootstrap, Django, Electron, React **Databases:** Excel, Firebase, SQL **Game Engines:** Unity, Unreal
Graphics: Blender, InDesign, Photoshop, Premiere **Web Services:** AWS, ASP.NET, jQuery, Git