

James Quigley

Software Engineer

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Education

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

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

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.

SOFTWARE ENGINEER INTERN | INOVISION INC. | MAY 2019 - AUG 2019

- Trained machine learning to detect and classify defects leading to an over 95% detection rate.
- Saved over 1 million dollars annually for major companies such as Ford, GM, BMW, and Tesla.
- Architected redundant services combining local kiosks, unit testing, data back up, and on-demand maintenance resulting in a ~95% uptime.

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.

MANAGER | MSU LEAGUE OF LEGENDS ESPORTS | OCT 2017 – MAY 2020

- Managed an amateur esports organization of 20+ individuals over two active rosters.
- Authored team procedures to promote a professional culture covering member obligations, player representation, team branding, and social media strategy.
- Automated team scouting using League of Legends API leading to an undefeated regular season and a top 8 ranking in the country.

Skills & Abilities

Languages: C#, C++, Java, JavaScript, TypeScript, Python

Frameworks: Angular, Bootstrap, Dango, Electron, React

Databases: Excel, Firebase, SQL

Game Engines: Unity, Unreal

Graphics: Blender, InDesign, Photoshop, Premiere

Web Services: AWS, ASP.NET, jQuery, Git