ROWAN JAMES
Software Developer

Fields: Software Engineering, Game Development, Web Development
Techs: Unity, Javascript, Node, Rust, C#, Python, Bash, React, Git, Docker, HTML/CSS, Linux

https://rowan.codes
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Personal Projects

Kiko NES - Rust

An accurate Nintendo/Famicom emulator

fdl-rs - Rust

A parser for the File Description Language (FDL) format

Murkle.js - Javascript

A functional Merkle tree implementation for the web

Experience

Freelance Game Developer - self-employed   2020 - present

· Gather requirements and assist in development of a Game Design Document
· Develop vertical slices using Unity for demonstration to stakeholders and publishers
· Design and implement required components for new features

Software Developer - SAIC   2019 - 2020

· Develop React-based front-end client for network traffic analysis tool
· Assist development with Redis-based graph database
· Provide biweekly deliverables in Scrum environment

Software Engineer - SAIC   2016 - 2019

· Develop, deploy, and maintain decentralized, scalable, high availability communication system using Docker, AWS, and Google Cloud
· Design and implement web interface and API using Javascript/Node and Express
· Research and develop new transport methods to ensure system resiliency

System Engineer - SAIC   2015 - 2016

· Maintain Perl-based business automation and workflow web application
· Lead effort to incrementally replace legacy system with a Rails-based solution
· Utilize and create plugins for Trac to record work, track issues, and host technical documentation

System Administrator - GDIT   2014 - 2015

· Administered high availability UNIX and Linux-based messaging network
· Supervised and trained 24/7 network operators
· Develop tools for system administrators and operators using Javascript, Python, and HTML

Education

Bachelor of Computer Science - Baker College Online   2012 - 2016

· Game development with Unity, XNA, and SDL Graduated summa cum laude with 3.92 GPA
· President's List, Dean's List