

James M. Howerton

505 Valley Rd Ext B, Charlottesville, Virginia 22903 | jh3df@virginia.edu | (804) 229-1108
github.com/thejimster82 | linkedin.com/in/james-howerton

Education

University of Virginia, Charlottesville, VA

M.S. Data Science, *Current GPA: 4.0*

2019-present

B.S. Computer Engineering, *Cumulative GPA: 3.918*

2016-2019

Skills

Programming Experience: Python, C++, C, C#, MySQL, PowerShell, Java, React JS, R, VHDL

Visual Media Software: Photoshop, Illustrator, After Effects, Max

Audio Software: Ableton Live, Native Instruments Software, Sylenth, Serum

Games Software: Unity

Interested in Learning

3D Modeling Tools: Autodesk Maya, 3DS Max, Fusion 360

Procedural Art Pipelines: Substance Designer, Substance Painter, Houdini, World Machine, Gaea

Shader Programming: HLSL, Scripting for Max

Sculpting: Zbrush, Mudbox

Game Engines: Unreal, Unity, Godot

Experience

TwinThread, Charlottesville, VA, Full-Stack Software Intern

Summer 2019

6-month part-time internship including 6 weeks of full-time work. Developed a DevOps tool using PowerShell to automate the deployment of Azure resources for new clients. Developed build and release pipelines for automating the release of Azure Functions, WebJobs, and deployment of C# and javascript code.

Genworth, Richmond, VA, IT Intern

Summer 2018

12 week IT internship using MySQL and PowerShell to wrangle internal and external Oracle Eloqua email data into SpotFire dashboards used for intelligent decision-making by several parties of management.

Honors

Charles L. Brown Award For Excellence

2019

IEEE HKN Honors Society for Electrical and Computer Engineers Member

2018-Present

Portfolios

Visual Art: jhowertonart.weebly.com/gallery

Music Production: soundcloud.com/spellmusic