James M. Howerton

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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

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Portfolios

Visual Art: jhowertonart.weebly.com/gallery

Music Production: soundcloud.com/spellmusic