

# James Andrews

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Portfolio: <https://jamesandrewsgames.com> Github: <https://github.com/JamesAndrewsXV>

## SKILLS

C • C++ • Java • C# •

Python • HTML5/CSS •

Git • JavaScript • Linux

## TOOLS

Unreal Engine • Visual Studio • Visual Studio

Code • Unity • Blender •

GIMP • Autodesk Maya

## RELATED COURSEWORK

Computer Graphics (Javascript)

Object-Oriented Design (Java)

Software Development

Game Programming (C#, Unity)

Programming In C++ (C++)

Building Game Engines (C++)

Level Design and Game Architecture (Unreal Engine & Unity)

Algorithms and Data

## AWARDS

Entertainment Software Association Foundation Scholar (2017-18)

## LEADERSHIP POSITIONS

Jersey City Kappa League — Member

Developed leadership skills through programming that involved career exposure, community service, and college readiness

## CAREER OBJECTIVE

Hard working, eager, and motivated new graduate seeking employment that facilitates my growth as a programmer and challenges my ability to lead and create within projects, teams, or industries.

## EDUCATION

**Northeastern University** — Bachelor of Science in Computer Science & Game Development

SEPTEMBER 2017 - MAY 2022

## EXPERIENCE

**Thornton Tomasetti** — Virtual Reality Tool Developer (*Structural and Construction Engineering Firm*)

JULY 2019 - DECEMBER 2019

- Built core software responsible for converting Autodesk CAD models into VR prototypes, thereby creating an immersive yet safe demo environment to enable rapid prototyping of complex structural designs or demonstrate in-progress demo work to clients
- Gathered design requirements from structural engineers and used them to develop a system that moves, compresses, and maintains data via C++ and Unreal Engine visual scripting algorithms

**Best Network Systems** — Python Intern (Startup)

SEPTEMBER 2022 - JANUARY 2023

- Developed AI programs that analyze commercials and sends relevant offers and advertisements to customers via digital passes through Google Wallet
- Reduced interpretation time by 20% via conducting and implementing research on OCR text recognition and GPU accelerated video-interpreting AI using CUDA
- Utilized digital framework that collected keywords and matches them to client-defined databases, thereby creating a robust interpreter to be used across clients and mediums

## PROJECTS

**Four Right Turns** — C++

- Implemented the backend creation of items, enemies, damage bonuses, player stats, and loot generation of a text based game built using C++ and the SDL graphics library

**Dissonant** — Unreal Engine 4

- Developed detailed design documentation that led to the implementation of rhythm gameplay and battle magic concepts
- Collaborated with team lead to discuss general game flow, identifying and iterating on similar game trends, and making a unique structure and appeal via blending game genres