

James Shipp

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Projects **Final Hour | C#**

- Programming a narrative RPG, including homemade CSV dialogue parser for writers and designers to use for easy integration with Unity
- Managing team of 12 designers, artists and writers by assigning tasks and maintaining project scope to meet a completion deadline

SCIATE | C#

- Creating a platformer with unique one-button control scheme to maximize accessibility to players
- Developing custom animation system through a finite state machine to have more complete control over character animations

Tell a Dandelion a Secret | C#

- Created an interactive meditation designed to help players process unresolved emotions and talk to themselves in a peaceful environment
- Received feedback from multiple players that the game helped them think through a tough moment in their lives

Dockyard Game Engine | C++

- Programmed 3D engine from scratch using homemade DX11 graphics API
- Implemented collisions with command pattern (bounding spheres, OBB, AABB)
- Developed systems for asset management, input handling, displaying 2D sprites and text, debug collision visualization, timers, and a math library

Languages C++, C#, Java, Python, Scala, HLSL

Software Visual Studio, Perforce, Git, Unity, Unreal Engine, Adobe Suite

Volunteer Experience **CA Program | GDC 2022**
- Facilitated a smooth experience for professionals in the gamedev industry by monitoring sessions, assisting speakers, and guiding attendees at GDC

Education **DePaul University | BS in Computer Science** *Fall 2019 - Current*
Focus in Game Systems | Minor in Community Service | GPA 3.789
Activities: Volunteering with the Steans Center, Urban Gardeners, Radio DePaul