James Shipp

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Professional Experience

Pie Trap Studios | Junior Programmer   June 2023 - June 2024

Programmed in Unity and C# for Forage Friends, Pie Trap's internal mobile game. Supported our lead programmer by handling bug fixes and content implementation and collaborated to maximize progress through deadlines, facilitate build releases, and keep internal code documentation up to date.

- Identified and resolved bugs across the tutorial, dialogue, avatar customization, and plant care systems to ensure stability for 2 key builds
- Collaborated with the team's art and narrative departments to integrate content into the game and verify assets worked correctly within our programmatic systems
- Implemented multiple core UI modal and screen reworks

Projects

Final Hour | Lead Programmer | C#

- Programmed a narrative RPG, including homemade CSV dialogue parser for writers and designers to use for easy integration with Unity
- Managed team of 12 designers, artists, and writers by assigning tasks and maintaining project scope to complete the project in 6 months

SCIATE | Solo Developer | C#

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

Dockyard Game Engine | Solo Developer | C++

- Programmed a 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 + Tools

- C#, C++, Java, Python, Scala, HLSL
- Unity, Visual Studio, Perforce, Git, Unity VCS, Unreal Engine, Adobe Suite, Jira, Confluence, HacknPlan, Notion

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 - Spring 2023

Focus in Game Systems | Minor in Community Service | GPA 3.789
Activities: Volunteering with the Steans Center, Urban Gardeners, Radio DePaul