

James Phillips

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Objective

To provide exceptional quality project delivery to customers and continue providing excellent technical support
Highly dependable, self-driven Media & Information student, vast experience working with technical teams
Excellent at smoothing out issues and collaborating on large technical projects
Very productive, both alone and in groups
Fast, independent learning ability and deep comprehension skills

Skills & Abilities

Programming Languages: Python, C++, C#, HLSL
Software: MATLAB Technical Computing, 3DS Max, Maya, Sony Vegas, AutoCad, Unity
Dean's List: Spring Semester 2018, Fall Semester 2018
2nd Place in Ambassadorship program for Square One Mini IVD Competition at MIS 2014
2nd Place in Mini IVD Competition at the 21st Intelligent Transport Congress held in Detroit, 2014

Experience

DEVELOPER | STUDENT/INDIE | OCT 2018 – DEC 2018

Developed an entirely solo project, titled Always Skip Leg Day
2d Physics based platformer
Character controller based on Unity Ragdoll system
Art created and imported from Maya

DEVELOPER | STUDENT | SEP 2015 - PRESENT

Constantly working within Unity, scripting in C#
Producing shaders using HLSL and Shaderlab
Surrounded by faculty and peers, constantly providing feedback and review
Extensive amounts of in-person group work
Ability to create and import models and animations from Maya
Closely communicating with peers to establish roles, workloads, and schedules
Created systems to procedurally generate 2D platformer stages using music
Produced a number of unique projects
Bug and performance testing

DEVELOPER | INDEPENDENT | AUG 2014 – FEB 2015

Member of a technical design team, developing a mod for the game Dota 2
Programming and organizing LUA scripts for Valve's Source Engine
Researching, refining and optimizing in-engine operations and mechanics

Education

MICHIGAN STATE UNIVERSITY | 2015 - PRESENT

MAJOR: MEDIA & INFORMATION, CONCENTRATED IN GAMES DESIGN & DEVELOPMENT

Extensive experience in Unity, scripting in C#
Studied C++, Python through College of Engineering
Group projects done in Agile
Art classes, including 3D prop and character modeling, and animation
Current GPA: 3.14

CLINTON HIGH SCHOOL | 2011 - 2015

Computer Science I, II; Engineering Design I, II
Completed Independent Study in Python
Advanced Placement: Physics B/C, Chemistry, English, US History, Calculus AB

Extra Curriculars

Global Game Jam 2018 Participant
Member of Michigan State Smash Club
Member of Michigan State Esports Association
Co-Founder of Michigan State Dota 2 Team (2015-2016)