

James Keats

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Technology & Skills

Languages

C++; C#; JavaScript; x86 MASM; Python.

Version Control

SourceTree; bash git; Subversion; Perforce.

Software

Visual Studio; ReSharper; Atom; JIRA; Redmine; Jenkins.

Engines & Frameworks

Unity 5.1+; SFML; Allegro; MonoGame; Source; Unreal 4.

Personal

Moderate French proficiency; team leadership; strong public speaker; musician and gamer.

Awards

Game Programming

"Outstanding Programmer"

Award

Apr 2018

Awarded to a student who performs strongly academically, is involved and active in the campus community, and is always eager to learn.

President's List & Dean's List

Fall 2014 - May 2018

Received a 4.0 GPA for three semesters, and rewarded Dean's List for maintaining a 3.5 and above for the remainder.

Relevant Experience

Junior Software Engineer

June 2018 - Present

Vicarious Visions

Albany, NY USA

Working on a collaborative, high-caliber team to help expand the Destiny franchise.

Lead Mobile Programmer

Jan 2016 - Dec 2016; Sep 2017 - May 2018

Emergent Media Center

Burlington, VT USA

Developed software for the Sandbox Team and the BREAKAWAY Team. Implemented games and interactive media using the Xbox Kinect 2, Oculus Rift, and HTC Vive. Solved tasks related to gameplay and artificial intelligence and mobile optimization. Completed a project for Burlington Airport which is installed in their North Concourse.

Network Programming Intern

May 2017 - Aug 2017

Behaviour Interactive

Montreal, QC Canada

Worked as a full-time intern on back-end server development. Created general systems for this server as well as game-specific extensions in a test-driven environment. Participated in code reviews for all team pull requests and actively responded to feedback and comments.

Creative Developer Intern

Jan 2017 - Apr 2017

Moment Factory

Montreal, QC Canada

Developed gamified experiences for Moment Factory's Interactif Team. Worked with advanced technology, including a Velodyne LiDAR Puck. Closely interacted with other interns and full-time members of the team to implement engaging and innovative Unity and TouchDesigner projects. Completed tasks involving gameplay and network programming.

Education

Game Programming, B.S.

Aug 2014 - May 2018; GPA: 3.9

Champlain College

Burlington, VT USA

Well-versed in Agile and Scrum development. Completed several solo and team projects, including PC, mobile, and virtual reality games. Studied abroad in Montreal Jan-May 2017. Experience as a gameplay, artificial intelligence, network, and tools programmer, as well as repo manager, and build master.

Relevant coursework: *Matrices, Vectors, & 3D Math; Graphics Programming I & II; Game Architecture; AI for Games; Networking for Games; Artificial Opponents.*

