# James Thomason

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## Education

- University of California Santa Cruz (2014-2018)
  - Bachelor of Science in Computer Science: Computer Game Design

## Technical Skills

- **Languages:** C#, C/C++, Java, Javascript, Python
- **Engines/Tools:** Unity, Visual Studio, Github
- **Game Design Focus:** Gameplay Design and Programming

## Project Experience

- **Greater Powers, Darkstar Games** (In Development)
  - **Project Description:** An online multiplayer RPG with a CCG combat core.
  - **Tasks Performed:**
    - Designed architectures for combat and node-based exploration systems as detailed by game designers
    - Established standards and conventions for development on the engineering team
    - Collaborated with designers to adapt systems to be more efficient in their implementation
  - **Tools:** Unity/C#, Visual Studio, Git, Trello

- **Kleptonaut, Space Bandit Studio** (June 2018)
  - **Project Description:** A physics puzzle game where the player can only move by throwing stolen objects in a zero gravity environment.
  - **Tasks Performed:**
    - Designed and implemented puzzle mechanics and objects in Unity
    - Designed and implemented original UI features
    - Debugged vital game-breaking issues
    - Worked in an Agile environment and assisted in developing the project's Scrum board
  - **Tools:** Unity/C#, Visual Studio, Git
  - **Awards/Accolades:** Awarded Grand Prize at the 2018 Sammy Showcase, Featured at The MIX LA, Over 500 Downloads

## Work Experience

- **DoorDash** (Apr 2020-Present)
  - Dasher
- **Darkstar Games** (Jan 2019-Mar 2020)
  - **Position:** Gameplay Programmer
- **Space Bandit Studio** (Nov 2017-July 2018)
  - **Position:** Lead Gameplay Programmer