

James Martino

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View my portfolio here: <https://jmartino.carbonmade.com/>

Education

Indiana University, Bloomington, IN

May 2017

Bachelor of Science in Informatics (Completed May 2016)

Bachelor of Science in Game Design (Completed May 2017)

Cognate: Telecommunications

Minor: Geography

Program GPA: 3.64/4, Cumulative GPA: 3.3/4

Work Experience

Software Engineer, Kohl's Corporate Office, Milwaukee, WI

Summer 2016

Developed reports of real-time sales data for Service Delivery in the Omni-Core team. Utilized Splunk in order to organize reports and SQL to retrieve daily sales data. Completed project goals, utilizing team members of various skill sets during 10 week internship.

Game Lab Monitor, Indiana University, Bloomington, IN

Fall 2016-Spring 2017

In charge of overseeing the game development lab at Indiana University. The lab consists of 4 cintiq computers, 16 alienware group work stations, an HTC Vive development room, and a play-testing center. Often helped troubleshoot problems with all of this equipment as well as explained it to curious patrons.

Leadership Experience

Marketing Strategist, Hidden Pizza LLC, Bloomington In

January 2017 - May 2017

Marketed the game "Spook House" for Hidden Pizza, LLC. Utilized Social Media strategies by creating promotional videos, as well as reaching out to indie game communities in order to encourage exposure of organization. Released the game in April 2017.

Marketing Director, Composer, Future Sprints LLC, Bloomington In

January 2016 - January 2017

Marketed the game "Almost Heroes" for Future Sprints, LLC. Utilized Social Media strategies by creating promotional videos, as well as reaching out to indie game communities in order to encourage exposure of organization. Utilized scrum time management and assisted sprints. The game ended up being canceled, which in the end was a great learning experience.

Creative Director, Draw Man, Bloomington IN

Fall 2016

Worked in a group to pitch the indie game "Draw Man" to a group of game industry veterans. In charge of content development, level ideas, and general presentation of the game. The game ended up being canceled, which in the end was a great learning experience.

Technical Skills

Game Engines: Unity, Unreal 4.13

Languages: C#, C++, Python, Java, Splunk

Content Development: Adobe Photoshop, Adobe Premiere Pro, Adobe Audition