

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++, Java, Javascript, Python
- **Engines:** Unity
- **Game Design Focus:** Gameplay Design and Programming
- **Other:** Music Composition and Guitar Performance, App Development (Android, iOS)

Project Experience

- **Kleptonaut** (June 2018)
 - **Responsibilities:** Gameplay Design/ Programming
 - **Project Description:** A physics puzzle game where the player can only move by throwing stolen objects in a zero gravity environment.
 - **Tools:** Unity, Visual Studio
 - **Awards/Accolades:** Awarded Grand Prize at the 2018 Sammy Showcase, Featured at The MIX LA, Over 500 Downloads
- **Running Dry** (2016)
 - **Responsibilities:** Gameplay Design/Programming, Level Design
 - **Project Description:** A 2D block puzzle game where players plug leaks before the room fills with water.
 - **Tools:** Javascript
- **The Snake's Journey** (2016)
 - **Responsibilities:** All
 - **Project Description:** A re-appropriation of Snake's mechanics to tell a linear, minimalist narrative.
 - **Tools:** Javascript

Work Experience

- **Space Bandit Studio** (Nov 2017-present)
 - **Position:** Lead Gameplay Designer
- **Cookie Cruz** (Aug 2016-July 2018)
 - **Position:** Delivery Driver