

Isaac G E James

Aspiring Game Developer

29 Winnipeg Drive
London, BR6 6NW
07494 756583
IsaacGEJames@gmail.com

EXPERIENCE

Premier Inn, Orpington BR6 OTW — Ground Floor Team Member

August 2021 - May 2023

During my time in sixth form I worked part time at premier inn.

Darrick Wood School, Lovibonds Avenue BR6 8ER

September 2021 - June 2023

I have recently finished sixth form, where I have been studying: product design, film studies and computer science for the past two years. I have learnt a great deal in this school and am anticipating my grades once my exams have been completed and graded.

PROJECTS

Unnamed Projects — FPS

A FPS game/tech demo that I have used to test and develop several different ideas, such as: an active ragdoll; a screen adaptive aspect ratio; 360° field of view; and more.

Shadow Shooter — Top Down Shooter

For the 2022.2 Brakeys game jam I made an arcade top down horror shooter. The game uses 2D lighting as a core game mechanic, to add difficulty and intercity to the gameplay loop. You fight a handful of different enemies, as you move from objective to objective to gain score.

DBD — Platformer

For the 2020 GMTK game me and my friend embarked on our first game jam, making a platform game. We both contributed to the programming, with me creating the art and level design as well.

Ray Caster Engine — 3D render

For my computer science course work I decided to create a 3D software renderer, similar to wolfenstein 3D, using pygame. Unfortunately I can't currently provide files for this project as examinations are still under process.

SKILLS

Programing Languages:

- Python
- GDscript
- C#
- C

Game Engines:

- Unity
- Godot

Other Software:

- Blender

