

JAMES SIMPSON

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1270 Cedar Oak Ln, Lawrenceville, GA 30043

LANGUAGES: C, C++, C#, PHP, HTML, Unity3D, Action Script, JavaScript, .NET, Visual Basic, ASP, VBScript, SQL, DHTML, XML, CSS, Java, PERL, Unreal Script, Unity Script, Torque Script

Tools: Unity3D, SmartFox Server, Photon, 3D Studios Max, Maya, Adobe Photoshop, Flash, Dreamweaver, Microsoft Office, SQL Server, Oracle, MySQL, Crystal Reports, Visual Studio 2003/2005/2008, SmartFTP, Commview, UnrealED, Sound Forge, 3D World Studios

EXPERIENCE

AMERICAN INTERCONTINENTAL UNIVERSITY

(1/2011-Present)

Responsible for teaching the use of 3D modeling, Texturing, Rigging, Animation and Quality Assurance using Unity3D, Maya, Photoshop, SmartFox Server and Photon

DOCTOR UNITY

(1/2009-Present)

Created monthly workshops teaching people how to use the Unity3D engine. Topics include networking, level design, client server communication, debugging, profiling, asset streaming along with iPhone, Android development and games.

LOGICAL CHOICE TECHNOLOGIES

(8/2010-Present)

Created Letters Alive, an Augmented Reality teaching software used at most K-1st Grade schools in the USA.

ART INSTITUTE OF ATLANTA

(1/2010-Present)

Responsible for teaching the use of Unreal Engine along with Game History and Interface Design.

PURE WEB DEVELOPMENT

(1/2009-1/2010)

Senior Technical Programmer: Created the children's MMORPG "Bobber's World" using the Unity3D platform, C#, JavaScript, SmartFox Server PHP, and a MySQL database. Modeled art assets and developed accompanying administrative console and public website for Bobber's World.

CELLBLOC STUDIOS

(1990-Present)

Game Programmer: Developed and published Java/C++ game Invasion: the Last Stand for WildTangent

Modeler: 3D Modeling and 2D custom graphic designs for Invasion: The Last Stand.

Programmer / IT Consultant: Consulting services on projects to develop websites, database, software testing procedures and networks. Layout, installation and relocation of network systems. Design and programming on various multi-purpose, multi-language projects including Flash library for Cartoon Network Shooter Platform. Converted existing game (Dark Orbit) from Java to C++ for WildTangent.

Internet site development, ownership and administration: Internet business traffic tracking, enhancement and system efficiency. Design and development of e-commerce credit card processing software. Development of image resizing software for HTML pages.

Beta Tester: Dark Physics, Devil Whiskey, Balloon Bliss Design Layout and Game Play: Balloon Bliss

Thrust Interactive: Responsible for creating the multiplayer version of the AutoTrader online game using Unity3D and SmartFox Server

Designing Digitally: Responsible for creating virtual worlds using Unity3D, SmartFox Server, PHP, MySQL, JavaScript and Photon

HDI: Working on a Unity3D game called Haunted House Tycoon.

FOX INTERACTIVE MEDIA LABS / MYSPACE

(8/2006-1/2009)

Senior Developer / Designer: Created analytics package to track the use of the SpringWidgets widget platform on MySpace.

Developed the MySpace Flash music player, a variety of Flash games, and numerous custom widgets for MySpace advertisers.

WEBBIFI DESIGNS**(12/2005-8/2006)**

Senior Developer / Designer: Designed and programmed full lifecycle development of multiple web sites both front and back end. Specialization in customer service management and small business software.

FINANCIERA POPULAR CEIBENA S.A., HONDURAS**(2004-Present)**

Senior Developer / Designer: Designed and programmed full lifecycle development of financial accounting software. Development of service for batching transactions.

Network Administrator: Design, installation and management of internal network and internet access firewall.

ENTERPRISE COMPUTING SERVICES, INC**(4/2001-6/2003)**

Senior Developer / Designer: Design, development and test of the Michigan student label tracking program. Development of the Illinois school assessment software full life cycle effort. Design and development of the internal web-based network issue tracker. Modification of the immunization software package from stand-alone to web based. Design and development of the student unique identifier for state of Michigan.

NOTICENOW**(5/2000-4/2001)**

Senior Programmer / Manager: Architecture design and processing of billing system. Design and development of internet-based credit card processing system. Development of COM applications. Report design. Development of monitoring software.

EDUCATION

The Art Institute of Atlanta, Bachelor of Fine Arts in Game Art & Design, **December 2008**

- Winner of "Best in Show" award for portfolio exit show

DeVry University, Bachelor of Science in Computer Information Systems **February 1998**