

James Simon

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Education:

University of Southern California | 3.54 GPA

Expected in 05/2027

Computer Science, B.S. & Game Design and Development B.F.A

Dean's List, 2023 & 2024 | Academic Achievement Award, 2023

Skills:

- C++, C#, Python, HTML, CSS, Node.js
 - Full-Stack Web Design/Development
 - U.I./U.X. Programming and Design
 - Data Analytics (Python/MATLAB)
 - Mobile App Development
 - Team Collaboration and Communication
 - Problem Solving and Resourcefulness
 - Project Planning and Management
 - Technical Documentation Writing
 - Runtime/Complexity Analysis
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Experience:

Technical Director, *BREAK* | USC Games

01/2024 to Current

- Facilitated productive team collaboration and ensured conflict resolution
- Co-Founded passion project of a team of 20 multidisciplinary students
- Mapped out system architecture and mitigated potential issues

Programmer, *Digital Infrastructure & Simulations Teams* | USCRPL

08/2024 to Current

- Refactored legacy code to enhance efficiency within a relational database
- Generated simulations for engine combustion based on fuel composition
- Updated online materials ordering service for engineering teams, showcasing proficiency in object-oriented design and multi-tiered systems

Sole Web Developer, *Three-Body Problem Portfolio* | Independent

11/2024 to 1/2025

- Integrated three.js for responsive 3D scenes of complex celestial systems
- Full Stack Developer for my portfolio website

Sole Developer, *Cat Counselor* | Independent

12/2023 to 08/2024

- Worked closely with a scientific advisor to ensure cognitive behavioral therapy techniques were implemented sufficiently within the app
- Programmed front-end user interfaces for every facet of the application
- Led Q.A. testing to ensure interactables met user experience goals
- Wrote in depth technical documentation for the project

Lead Programmer, *Butterflies* | USC Games

09/2023 to 12/2023

- Sole programmer and quality assurance tester for a team of 8 students
 - Presented game at a USC Games showcasing event
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Professional Summary:

Highly motivated games programmer at USC Games, with a passion for enhancing intuitive game engines with satisfying physics simulations, utilizing machine learning to generate photorealistic graphics, and enhancing interactive experiences to facilitate emergent mechanics. Excels at team collaboration, resourcefulness, leadership, and problem solving ensuring efficient project fruition.