JAMES TEUNE

GAME PROGRAMMER
TECHNICAL ARTIST

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SKILLS

4+ Years of experience with;
- Gameplay Engineering
- AI Programming
- Level Design
- UI Programming

Proficient with;
- C#, C++, Java, Lua
- Unreal Engine 4/5
- Unity
- Visual Studio

Additional experience with;
- Autodesk 3ds Max & Maya
- 3DCoat
- Blender
- Adobe Substance Painter, Photoshop, and Illustrator

EDUCATION

Ferris State University
School of Digital Media
Bachelors of Applied Science
Major in Digital Animation and Game Design

Areas of Study;
- Procedural Animation Techniques
  - Creating procedural animations for characters and props.
- Applied Digital Simulation
  - Using Matrix and Vector math to create movement, collisions, and physics in games and simulations.
- Multiplayer Game Programming
  - Networking, player to player interactions, chat systems, and replication using a Client-Server model.
- Agile Project Management
  - Learning to participate in and lead a team using a Scrum Agile.

EXPERIENCE

- Four of a Kind
  - Indie game team
  - Lead Programmer on "Legends of the Forest"
    - In development from February 2024 - Present
    - Gameplay and UI Programming
    - AI Programming
    - Character Engineering
      - Created all of the game's blend spaces, animation blueprints, and painted cloth simulation.
- Garden Garrison
  - Ludum Dare Game Jam Fall 2024
  - Gameplay Programming
  - AI Programming
  - Character Engineering
    - Worked with artists to create 7 fully animated charcters with unique AI behaviors.
- Come Play With Me
  - Spring 2024
  - AI Programming
  - Character Engineering
    - Worked with artists to create 6 different monsters.
  - Level Design
  - Puzzle Design
- Grand River OLX
  - Summer 2024 Internship ran by Yeti CGI
  - Developed interactive web programs using CasualOS in solo and team environments.
- Gummie's Food Run
  - Ludum Dare Game Jam Fall 2023
  - Gameplay Engineering
  - UI Programming
  - Engine Implimentation with Unreal Engine 5