

James Marshall Parker

Game Design and Development

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Experience

Salty Duck Studios: Frikin the Laser Shark — *Lead Programmer*

May 2018 - Present

- Worked with small team create a bullet hell adventure game set in an underwater environment
- Lead the team in creating the health, respawn, and environmental systems
- Helped mentor teammates in coding practices
- Lead the team in weekly playtesting and debugging sessions
- Iterated and improved enemy AI based on feedback analysis
- Designing and developing roguelike system for official release

Full Sail Project: Gateway Diver — *Project Lead*

Jan 2018

- Student game jam project
- Developed player controller to handle multiple characters interchangeably
- Iterated and improved upon three types of enemy AI, including a boss enemy with multiple abilities
- Implemented camera and UI mechanics that punished the player's vision to fit the jam's theme

Full Sail Project: Wormhole Hero — *Lead Tester, Game Designer*

Oct 2017 – Dec 2017

- Modular card-based strategy board game
- Edited final overview of rule book
- Lead team and outside play testers through play sessions to analyzing player experience, interaction, and satisfaction
- Collaborated with team members to port game digitally to Roll20
- Designed 15 unique monsters to challenge players

Full Sail Project: Scraps — *Level Designer, Programmer*

Jan 2017 – Jun 2017

- Worked under provided game design document to create a puzzle adventure game
- Constructed level design objective flowchart, map, 3D rendition
- Utilized Unity to craft three-dimensional level for setting, gameplay, player interaction
- Lead team in programming assets for environmental effects and hazards and a cohesive gamer experience
- Animated cutscenes to transition the player between levels

Hoofbeats for Hope — *Lead Walker*

Jun 2015 – Mar 2017

- Interacted with and ensure safety of children with disabilities riding horse and animal along course
- Maintained connections with participants and monitored improvement during program
- Dressed and cleaned horses and stables every other day

Education

Full Sail University, Orlando FL — *B.S. Game Design*

Feb 2016 – Aug 2018

Relevant Course Work: Level Design • World Building • Discrete Mathematics • Psychology of Play • Programming Foundations II • Game Development • Prototyping • Game Systems Integration • Game Balancing

Skills

C#	<div><div></div><div></div><div></div><div></div><div></div></div>
Level Design	<div><div></div><div></div><div></div><div></div><div></div></div>
Quality Assurance Testing	<div><div></div><div></div><div></div><div></div><div></div></div>
Systems Design	<div><div></div><div></div><div></div><div></div><div></div></div>
Visual Scripting	<div><div></div><div></div><div></div><div></div><div></div></div>
C++	<div><div></div><div></div><div></div><div></div><div></div></div>
Java	<div><div></div><div></div><div></div><div></div><div></div></div>
Communication	<div><div></div><div></div><div></div><div></div><div></div></div>
Organization	<div><div></div><div></div><div></div><div></div><div></div></div>
Time-Management	<div><div></div><div></div><div></div><div></div><div></div></div>
Adaptability	<div><div></div><div></div><div></div><div></div><div></div></div>
Leadership	<div><div></div><div></div><div></div><div></div><div></div></div>

Software

Visual Studio	<div><div></div><div></div><div></div><div></div><div></div></div>
Perforce	<div><div></div><div></div><div></div><div></div><div></div></div>
Microsoft Office	<div><div></div><div></div><div></div><div></div><div></div></div>
Unity Collaborate	<div><div></div><div></div><div></div><div></div><div></div></div>
Unity	<div><div></div><div></div><div></div><div></div><div></div></div>
Unreal Engine 4	<div><div></div><div></div><div></div><div></div><div></div></div>
Scrum	<div><div></div><div></div><div></div><div></div><div></div></div>
GIMP 2	<div><div></div><div></div><div></div><div></div><div></div></div>
Maya	<div><div></div><div></div><div></div><div></div><div></div></div>