

Isaac James

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SKILLS

PROGRAMMING

C# • Unity • C++ • Shaders • Python • Java • PHP • Bash • JavaScript • AS3
Flash • Android • iOS • Unix • MySQL • Redis • Mongo • Jenkins • AWS • Ruby

DESIGN

Excell • Word • Photoshop • Broad Game Literacy • Excellent verbal communication

SOFT

Leadership • Project Management • Communication • Mentoring • Collaborative

EXPERIENCE

BLIZZARD | SENIOR SOFTWARE ENGINEER I: C#, UNITY

Improved the quality of Hearthstone and reduced the size.
May 2017 - Current

- **Execution** : Learned and grew with the best in the business.

WB GAMES | LEAD SOFTWARE ENGINEER: C#, UNITY

Built 4 unreleased production-stage games based on IP.
May 2014 - May 2017

- **Leadership** : Managed an engineering team of up to 6.
- **Collaboration** : Participated in design due to genre expertise. Built tools.
- **Speed** : Built testable prototypes on very limited timelines, with few resources.

ROSETTA | SOFTWARE ENGINEER: JAVA

Engineered enterprise-scale web applications.
Apr 2013 - May 2014

- **Scale** : Identified and solved bottlenecks for environments under load.
- **Workflow** : Managed the CMS, and created tools to distribute content.
- **Reliability** : Implemented tests to prevent regressions with new features.

ZYNGA | SENIOR SOFTWARE ENGINEER: FLASH, PHP

Developed finely tuned gameplay features for Hidden Chronicles.
Apr 2012 - Sep 2012

- **Detail Oriented** : Led critique and feedback to deliver perfect user experiences.
- **Coordination** : Developed accurate time frames and shipped on time.

LOLAPPS | SENIOR SOFTWARE ENGINEER: FLASH, PYTHON

Cut my teeth on games with Ravenwood Fair and Ravenshire Castle.
May 2011 - Apr 2012

- **Ops** : Managed deployment of features to 10 million DAU.
- **Front-end** : Worked with Designers, artists and musicians to build UX features.
- **Back-end** : Created endpoints, models and controllers to support user actions.

HEARSAY LABS | SOFTWARE ENGINEER: PYTHON

As third employee, flourished in a hectic start-up environment.
May 2010 - May 2011

- **Shipping** : Built core social media product fast. Delivered ROI to clients.
- **Communication** : Worked with clients to develop technical requirements.
- **Versatility** : Worked on everything from data science to product development.

EDUCATION

UNIVERSITY OF PUGET SOUND

BS IN COMPUTER SCIENCE

INDIE PROJECTS

SCARF



UNITY, SOLO PROJECT, 1 YEAR
Procedural fashion card game

THIRSTY STAG



UNITY, SOLO PROJECT, 48 HOURS
Programming Rougelike

ROCKET BUS



UNITY, SOLO PROJECT, 1 MONTH
Fun physics movement mechanic.

CARROT



UNITY, 5 PEOPLE, 48 HOURS
Intricate animation. 1st place.

ANELLU MOORE



JS, 6 PEOPLE, 48 HOURS
Design + Engineering. 3rd place.

EARTH AND FIRE



JS, 5 PEOPLE, 48 HOURS
Art + Engineering. 48 hour jam.

GAME OF LIFES



UNITY, SOLO PROJECT, 24 HOURS
Abstract evolution sim. 1st place.

MORPHIUM



UNITY, 8 PEOPLE, 13 MONTHS
Complex unshipped card game.

STONE RAGE



CRYENGINE, 35 PEOPLE, 6 MONTHS
Lead design. Global team.

MIN



UNITY, SOLO PROJECT, 48 HOURS
0 button game. 1st place.

FLIPPIN FROGGIES



UNITY, 4 PEOPLE, 4 MONTHS
Puzzle platformer. Contract.

MECH



UNITY, SOLO PROJECT, 1 MONTH
Complex FPS.

MONSTER CHESS



UNITY, SOLO PROJECT, 1 MONTH
Abstract Strategy.

BASEBALL BUDDY



2 PEOPLE, 2 WEEKS, ANDROID
Game tracking app. 3.5 stars.