

James M. Rankin

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Technical Skills

- Unity
- C#
- HTML
- Plastic SCM
- Git
- C++
- Lua
- CSS
- SourceTree

Education

Becker College, Worcester, MA

Graduated December 2019

Bachelor of Arts in Interactive Media Design

Game Development and Programming Concentration, GPA: 3.14

- Dean's List Fall 2016, 2017

Experience

MassDiGI, Worcester, MA

January 2018 – December 2019

Live Studio Intern - Programmer

Leap A Head

- Worked on MassDiGI's first rapid development prototyping team to brainstorm and test new mechanics
- Worked with others to develop a process to efficiently evaluate mechanic ideas
- Gathered data on the prototyped mechanics from various playtests
- Used data from the game's launch to identify problem areas and increase retention in a later patch of the game
- Implemented and polished new mechanics from the prototyping team
- Handled weekly builds for Android and iOS
- Completed Build Verification and Complete Systems Testing for weekly builds

Inner Demon

- Chosen as lead programmer in the fall of 2019
- Chosen from a pool of applicants to develop an original game for student game competitions as part of a MassDiGI internship
- Developed the character controller for the game and worked with designers to provide a smooth gameplay experience
- Reworked the AI system into a finite state machine for ease of use
- Implemented various UI features

Projects

Tour De Death, Becker College Game Studio

September 2017- May 2018

Gameplay/UI Programmer

- Worked with Virtual Reality and the VirZoom to create a VR biking experience
- Worked with the VirZoom SDK to create the player controller
- Implemented menu and in-game UI