




# JAMES FINKEL

GAMEPLAY ENGINEER

 [GamesFinkel.com](http://GamesFinkel.com)

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 412 552 0534

 Pittsburgh, PA

## Skills

Rapid Prototyping

Quality Assurance

Agile Development

Certified Scrum Master

## Tools

Unity

Unreal

Gamemaker

Perforce

Git

## Languages

C++

C#

C

Java

Python

SQL

## PROFESSIONAL SUMMARY

Software Engineer with professional experience completing design projects, working alongside teams, and communicating with stakeholders.

## EDUCATION

Carnegie Mellon University Pittsburgh, PA  
**Master of Entertainment Technology** Expected May 2023

University of Pittsburgh Pittsburgh, PA  
**BS, Computer Science and Psychology** April 2019  
*Magna Cum Laude*

## RECENT PROJECTS

**Building Virtual Worlds (BVW)** **Fall 2021**

*Small teams of students get two weeks to create a world, with new groups and goals for each of 5 rounds. Exceptional projects are selected for display at the Fall Festival.*

**Double Birdeminity (Selected for Festival)**

- Programmer, Playtest Coordinator
- Created scripts for accusing suspects
- Ran playtests to receive guest feedback
- Platform: Oculus Quest 2

**Hatbusters (Selected for Festival)**

- Lead Programmer
- Gameplay Programming, Win/Lose Conditions
- Programmed Situational Locomotion
- Platform: Vive Tracker + 3drudder

**The Color of Sound**

- Lead Programmer
- Created scripts for playing piano
- Platform: Oculus Quest 2

## EXPERIENCE

**Software Developer Associate** **September 2020 - August 2021**

PNC Bank Pittsburgh, PA

- Developed, tested, and debugged software
- Presented completed projects to stakeholders and leadership
- Worked as part of an interdisciplinary team