James C. Butler

(865) 438-9560   Locksmitharmy@gmail.com   LSADevelopment.com

PROFILE: Highly motivated developer with a proven record of superior performance, seeking to apply my experience to an exciting new position.

EMPLOYMENT HISTORY AND EXPERIENCE

- **Eimear Studios** (11/2020-Present) Unity Developer
- **Ministry Brands** (1/2019 -5/2020) Software Engineer / QA Analyst
- **elliTek Inc.** (1/2018-12/2019) Software Engineer
- **Fountainhead College of Technology** (8/2017-10/2018) Software Development Instructor: Department Head
- **Zalk Interactive Technologies** (2/2015-Present) Developer Analyst (on-call since 1/2018)
- **U. S. Army** (11/2007-11/2011) Network Administrator – Helpdesk Tech

Programming

- Specialize in C# with the .Net framework
- Vast experience developing and debugging software for Industrial and/or home use.
- Expertise analyzing customer needs and developing platforms to help the customer reach their goals.
- Experience writing in C#, C++, C, Visual Basic, HTML, ASP.NET, Perl, Java, and JavaScript languages.
- DBA experience using MSSQL server, Oracle Database, and MySQL.

Game Development

- Created several successful mods of the popular Pokémon game series including; the 'Pokémon emu edition' series, 'Pokémon – Ultraviolet version', and the award winning 'Pokémon – Rocket Science'.
- Created and published several tools for modifying games (downloadable from my website).
- Developed several small games in C#, C++, VB, and JavaScript.
- Experience using Unity, Unreal, Game Maker, and RPG Maker game engines (specialize in Unity).

Unity 3D

- Published [one small game](#) to the android market to understand the publishing process.
- Developed AR software for customer to view machine stats on line through android devices.
- Taught Unity development class at the bachelor's level.
- Focusing on Unity, published a [larger 3D game](#) on steam.
- Released a [well-received game](#) for Ludum Dare 46.
- Comfortable developing in all aspects of Unity including but not limited to; Player controls, health/stamina systems, enemy movement, AI, UI, procedural generation, dynamic spawning of characters, and more.

EDUCATION

- **Bachelor of Applied Science in Computer Technology: Application Development,**   April 2016
  Fountainhead College of Technology, Knoxville, TN – Highest Honors – GPA: 3.88
- **Associate of Occupational Science in Computer Programming,**   December 2014
  Fountainhead College of Technology, Knoxville, TN – Highest Honors – GPA: 4.0
- **U.S. Army Honor Graduate,**   November 2008
  Ft. Gordon, GA Military Signal Academy, JNN Nodal Network Systems Maintainer-Operator (25N20), 672 Hours