James Gray

Professional Superhero

EXPERIENCE

Sonic Omens — *Secondary Programmer*

2022

Freelance agent brought on to code behaviors for a boss and various enemies.

Velocity + Framework — *Character animator*

2022-2023

Responsible for animating the character Whisper the wolf for the Velocity + 1.0 update / rebrand.

Fredericksburg VA — *Freelance artist*

January 2019 - PRESENT

Responsible for making digital art for others on commission

EDUCATION

George Mason University, Fairfax VA — *Game Design B.F.A.*

August 2017 - December 2021

Received a Bachelor of Fine arts for Game design from GMU. Classwork includes Coding, Learning how to operate Unity and Unreal Engine 4, and Learning things such as 3d modeling, character design, Texturing, Music and various other things.

PROJECTS

Android Ranger: Sii-Dro— *Small Game Demo*

A small game demo that I created in unreal Engine 4. It is a Third-Person Shooter with some cool movement techniques. I made it to test my understanding of the engine and I made just about Everything in it myself.

The Honeycomb Beestro — *Senior capstone project*

A small restaurant Management game starring a funny little bee. I was responsible for Music, Most programming and Unity Implementation.

Bombs From Beyond— *Small Game project*

A small multiplayer party game where you beat your enemies with bombs. I initially volunteered for Music but was promoted to honorary 5th leader when everyone realized that I knew a lot about what we needed to do. I was an integral coder, Level designer, artist, and musician on this project.

Scan ME !

Portfolio Website:
Jamesgray.ninja

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SKILLS

- Digital artist proficient in most art programs.

- 4+ years 3d Modeling experience in 3ds Max, Maya, and Blender.

- Proficient operator of both Unity and Unreal Engine 4.

- Proficient Programmer in C# and C++.

- Animation experience in 3d and 2d.

- Great Communicator familiar with all aspects of game design and able to articulate between departments especially

- Proficient Designer of Levels Specifically for Frameworks like 3D Platformers, Action games, and Shooters.