



Current

**MAIN QUESTS**

**Amazon Games** – San Diego, CA – 2023-current

Gameplay Engineer in Unreal Engine 5 (C++) on Unannounced

- Developing an unannounced game at the forefront of innovative technologies



**id Software** – Remote – 2022-2023 (approx. 17 months)

Gameplay & AI Engineer in custom engine (C++) on Doom: The Dark Ages

- Led engineering support for several AI from concept to ship-ready



**Raven Software** – Remote – 2020-2022

Gameplay Engineer (Assoc.) in custom engine (C++)(Script)(Lua) on Call of Duty: Warzone

- Designed and implemented new game modes from the idea stage to shipped features
- Assisted in coordinating a cross-studio team to collaborate on engine documentation



**Epic Games** – Remote – 2020

Gameplay Engineer (intern) in Unreal Engine on Fortnite Creative

- Improved user-facing, multiplayer, level-design tools for player creators



**Sony Santa Monica** – Playa Vista, CA – 2019

Gameplay Engineer (contractor) in custom engine (C++) on God of War Ragnarök

- Collaborated with animators to create tools for animation runtime debugging
- Supported designers by creating AI function nodes for visual-scripting behavior trees



**Hangar 13 (2K Games)** – Novato, CA – 2018

Gameplay Engineer (intern) in custom engine (C++) (Lua) on Unannounced (Cancelled)

- Responsible for implementing two player-combat abilities for an unannounced title
- Collaborated with scripters, designers, and animators to construct the feature roadmaps, task implementations in Jira, and expose tuning functionality to the scripting layer



**Facebook** – Menlo Park, CA – 2017

Software Engineer (intern) in Unity VR (C#) on Facebook Spaces (Cancelled)

- Facilitated rapid iteration of new user-facing interactables for Facebook Spaces
- Implemented networking support for persistent data



**Iron Tiger (NCsoft)** – Menlo Park, CA – 2017

Tools Engineer (contractor) in Unity Mobile (C#) on Unannounced (Cancelled)

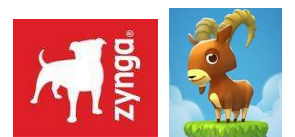
- Provided the design team with a sandbox wherein they could easily test synergies between different player loadouts; iterated with team until the agreed-upon result was achieved



**Zynga** – San Francisco, CA – Summer 2016

Gameplay Engineer (intern) in Java & Unity Mobile / VR (C#) on Unannounced (Cancelled)

- Rapid development/prototyping of new game ideas
- Worked with designers to automate scenario testing of several game systems



**International Pharmaceutical Federation (FIP)** – Ontario, Canada – 2013-2021

Engineer in Java & Unity Mobile (C#) on FIP Glyph ( [fip-glyph.weebly.com](http://fip-glyph.weebly.com) )

- Designed and implemented app to translate, orate, and visually depict medication instructions
- Google Fair finalist, Intel ISEF & STS finalist, NY Science Fair finalist, US Surgeon General's Award



**SIDE QUESTS**

**Stanford University** – Stanford, CA – 2017-2019

Course Instructor

- Led development and instruction of Stanford's games course: [stanfordgamedev.weebly.com](http://stanfordgamedev.weebly.com)
- Mentored students creating games and starting careers in the game development industry



**Black Vein Productions (Part-time) – 2016-Present***Engineering / Design in Unity (C#)*

- Developed award-winning indie games which have been played by millions of players worldwide
- Cooperation with volunteers enabled my team to crowdsource localization for 20 languages
- Checkout our interview with IGN: [tinyurl.com/ign-dad](http://tinyurl.com/ign-dad)

**SKILL POINTS**

C++ / C / C# / Math / Scripting (Python, Lua, etc.)  
Two Black Belts (Taekwondo & Jiu-jitsu)  
2000+ games in Halo 3 (Rank: Commander)  
2400+ hours in Runescape ([tinyurl.com/ritjames](http://tinyurl.com/ritjames))

**ACHIEVEMENTS**

Eagle Scout  
Time Magazine's 2006 Person of the Year  
Google Play game design awards finalist, 2018  
Presented my research for NASA at the AGU 2014 Conference