

James M. Stewart

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GAME DEVELOPMENT EXPERIENCE

Red Accent, Senior Gameplay Engineer, *Unannounced title*

September 2014-March 2016

- Developed gameplay systems for unannounced free-to-play mobile title in Unity.
- Developed custom content authoring tools and a localization tool.
- Collaborated with a large team of developers in Shanghai, China.
- Collaborated with a small team in SF to prototype numerous game systems.

2K Marin, Senior Gameplay Engineer, *Mafia III*

October 2013-September 2014

2K Marin, Gameplay Engineer, *The Bureau: XCOM Declassified*

September 2010-October 2013

- Implemented RPG economy systems for character progression, experience, research mechanics, perks and other unlocks. Developed tools for rapid iteration in these systems.
- Maintained player weapons code—added numerous performance optimizations and new features (especially for converting game from first- to third-person view).
- Developed data-driven framework for validating, targeting, and executing orders in *The Bureau's* Battle Focus mode.
- Developed rule-based dynamic training system to select loading screen and in-game tutorial messages based on player behavior.
- Implemented the client side of a telemetry solution to queue and transmit events related to in-game player behavior.

LucasArts, Gameplay Engineer, *Lucidity* and *Star Wars: The Force Unleashed II*

September 2008-September 2010

- Contributed to numerous gameplay and UI systems for *Lucidity*, an XBLA title.
- Developed importer to pack compressed versions of very large multiplane background images for *Lucidity*.
- Wrote photoshop scripts to export animation frames and timings for *Lucidity* artists.
- Implemented Gorog boss AI for *Star Wars: The Force Unleashed II*.
- Prototyped physics-based gameplay and other systems for an unannounced title. Served as gameplay engineer on a small team that developed the title through alpha.

Visual Concepts, Presentation Engineer, *NBA 2K9*

April 2008-September 2008

- Extended a proprietary scripting language to expose engine functionality for game flow, audio/commentary events, and UI animation.
- Implemented new UI feature for 2K9: Coach's Clipboard, an interface for the user to send commands to AI players during live play or timeouts.
- Implemented numerous statistical splashes and overlays (as per televised basketball games).

Stormfront Studios, Programmer, *The Spiderwick Chronicles*

May 2007-April 2008

- Developed for Xbox 360, PC, PS2 and Wii platforms
- Implemented several game objects, sprite powers (player power ups and attacks), AI behaviors, a dumbwaiter minigame, input buffering/filtering, and a cheat system.
- Developed two C# tools: File monitor and server for a live update system (edits on PC appear in the game); and a GUI for all developers to manage local project/branch settings for Perforce and the Build system.
- Implemented HUD elements: 3D power selector, quest pages and updates, multiplayer menus
- Delivered Xbox 360 demo; implemented systems related to Xbox OS issues: achievements, rich presence, player profile management.
- Maintained particle system and authoring tool. Optimizations and bug fixes.

Gearbox Software, Programming Intern, *Brothers-In-Arms: Hell's Highway*

July-September 2006

- Wrote script for the multiplayer mode of forthcoming title for PC and Xbox 360.
- Gained experience with Unreal 3 engine, especially networking issues and UnrealScript.

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TEACHING EXPERIENCE

Southern Arkansas University, Visiting Professor of Computer Science January 2017-current

- Teach three courses related to game programming and Computer Science 1.

Digital Media Institute at Intertech, Game Development Program Coordinator November 2015-August 2018

- Helped launch the first game development course at the Institute.
- Developed curriculum for a one-year accelerated course in game development using Unity3D.
- Taught programming and game design courses.

Santa Rosa Junior College, Adjunct Professor August 2009-May 2014

- Developed curriculum and taught five semesters of an *Introduction to Game Programming* course. The class learned fundamental programming concepts presented via examples from well-known games. Students created games using HTML5 and JavaScript.
- Taught semester of *Introduction to Web Development* covering basics of HTML, CSS, and JavaScript.
- Taught weeklong summer seminar on game development in Adobe Flash for high school students.

PUBLICATIONS

AI Game Programming Wisdom 4, Contributing Author February 2008

- Co-wrote article “Intrinsic Detail in Navigation Mesh Generation” for a yearly anthology of AI papers published by Charles River Media (co-author: Colt McAnlis)

Gamasutra, Immediate Professionals: Dev Kits and University Game Degrees, Author March 2006

- http://www.gamasutra.com/view/feature/130990/student_soapbox__immediate_.php

White Wolf Publishing, Inc., Copyeditor, Freelance Editor and Writer January 2000–June 2005

- Co-authored nine sourcebooks for company’s various role-playing properties.
- Copyedited eight novels and 26 source books for company’s various role-playing properties.

EDUCATION

The Guildhall at SMU, Plano, TX July 2005-March 2007

- Master of Science, Interactive Technology
- Specialization: Software Development

State University of New York, New Paltz, NY January 2004-June 2005

- Master of Science, Computer Science

University of Texas, Austin, TX December 2000

- Bachelor of Arts, English
- Recipient of National Merit Scholarship and Dedman Scholarship

CORE SKILLS

Strong knowledge of C++, C#, JavaScript, Lua
Console development experience with Xbox 360, PS4, PS3, PS2, PC, Wii, XBLA
Mobile development experience with Android and iOS
Development experience with Unity, Unreal 3, Unreal 2.X