



# JAMES BLAIR

## GRADUATE SOFTWARE & GAME DEVELOPER

### CONTACT



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streetmackerel.github.io

### PROFILE SUMMARY

Upcoming graduate programmer with a BSc (1st Class Honours) in Creative Computing from IADT (Dublin).

Exhibiting a strong academic background, combined with exciting work projects of programming across a variety of languages and platforms.

From developing games, visual graphics, or other software, I love to create with the goal of developing truly memorable interactive user experiences.



**PORTFOLIO  
WEBSITE**



## WORK SUMMARY

### Freelance Web Developer

*Webspace | May 2021 - present*

- Contracted to design and develop web applications using MERN Stack, GatsbyJS and Wordpress.
- Worked in a team to improve existing projects and helped hit client deadlines
- Worked on multiple projects involving React and Node using SCRUM methodology
- Maintained a professional version control system as part of a development team using Git

### Game Developer

*Self-Employed | 2016 - present*

- I have worked alone and in large teams to develop over 10 games since I began programming in 2016
- Using Unity, Unreal and standalone libraries I have designed and deployed games featuring VR, AR, 2D, 3D and Multiplayer
- Working alongside other programmers, artists and writers to produce music, art, scalable code and user experience.

### Human Resources Work

*Bank of Ireland | Deutsche Bank | Investec Ireland | 2014 - 16*

### Café and Restaurant Work

*Teerooms Malahide | Cafe Ragazzi | Starbucks | 2016 - 21*

## ACADEMIC HISTORY

### Creative Computing (BSc Honours)

*IADT Dun Laoghaire, Dublin | 2017 - 21*

- Graduating with 1st class Honours (GPA of 3.75)
- My thesis project was an air traffic control application using real world positional data

### Games Development (QQI Level 6 Certification)

*Bray Institute of Further Education | 2016*

### 3D Modelling (QQI Level 5 Certification)

*Dorset College Dublin | 2015*

### Honors Leaving Certificate

*Malahide Community School, Scoil Iosa*

## REFERENCES

### Prof. John Montayne

**Position:** Senior Lecturer  
(Department of Technology) at  
IADT, UI/UX Consultant &  
Researcher

**Relationship:** Thesis supervisor,  
Professor

### Mr. Eoan O'Dea

**Position:** CEO & Founder of  
Webpace Design

**Relationship:** Current Employer

Written references or contact  
information of referees  
available upon request.

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## SKILLS

### Web Development

- Node based Javascript and Typescript Frameworks such as React and Gatsby as well as MERN stack applications
- Backend solutions utilising database technologies and APIs as well as Wordpress integration for client maintained products
- I am familiar with working in an AGILE work environment and as part of a team including both developers and designers. This includes proficiency with version control software such as GitHub and Perforce
- My particular strengths lie in the implementation of algorithms and creative solutions for proposed designs or arising problems

### Game Development

- Have programmed more than 10 games in varying programming languages utilizing different engines and libraries including Unity and Unreal Engine
- Have worked on AR, VR, 2D, 3D and Multiplayer games.
- I have a passion and strong assessment skills for every principal of game design, flow and performance.
- Capable of using 3D modelling, Adobe Creative Suite and video and audio editing software with the purpose of compatibility and performance within games

### Programming Languages

- Javascript / Typescript
- C#
- C++
- Java
- HTML, CSS

### Software Tools

#### Creative Tools

- Adobe Photoshop & Illustrator
- Blender
- Reaper / Audacity

#### Development Tools

- Unity
  - Photon
- Unreal Engine
- Perforce
- Github
- Postman