

James Manley-Buser

www.jamesmanleybuser.com

jmanleyb@gmail.com

563-940-4760

A proficient software engineer who has plenty of experience working on projects from outset to release and beyond. Has nine years of programming experience between time at the DigiPen Institute of Technology and within the professional gaming sphere proper. Most experienced with gameplay and user interface programming, but versed in most aspects of the development process. Plenty of debugging experience in visual studio, unity, unreal, blueprints, flash/scaleform, batch scripts, and command line programs. Works well in team environments and has plenty of background working with teams of varying sizes. Dedicated to putting out quality work and always willing to put in the time necessary to get the job done by deadline.

- Bachelor of Science in Computer Science and Game Design degree from DigiPen.
 - Software Developer on 8 professionally released titles, plus some tools and demos.
 - C++ Engine & Multiplayer work on one Virtual Reality Amusement Park Attraction.
 - UI Developer on one FPS title, helping refactor input and implementing new features and helping with new game modes
 - Lead Developer on one full title, handling all duties of implementing game using in-house engine, including porting to & optimizing for the iOS platform.
 - Primary Developer on one title, updating to more recent technology, as well as implementing new functionalities.
 - Worked on multiple casual games and has knowledge of consumer expectations as well as various backend and analytics practices and procedures.
 - Strong understanding of Object Oriented programming.
 - Strong knowledge of C, C++, C#, Visual Studio, Unreal Engine 3 & 4, Scaleform, Blueprints, Unity, Win32, iOS & Android, Action/Javascript, & HTML5, and plenty else.
 - Experience with DOS, CMD & PowerShell, XML, batch scripting, and the like.
 - Good at problem solving, brainstorming, and coming up with ideas & solutions.
 - Mobile game development experience, both with in-house engines and Unity.
 - Familiar with A to AAA game concepts/experience between DigiPen and work in the Industry proper.
 - Experience with VR, primarily the proprietary systems utilized by VRstudios, but also Oculus Rift and Vive. Minor experience with Gear VR.
 - Experience with AR, on a casual level
-
- 11 years professional Visual Studio
 - 11 years professional C/C++ & C#
 - 4 years Unity
 - 4 years ActionScript
 - 4 years JavaScript
 - 1 year Unreal Engine 3 & UnrealScript
 - 1 year Unreal Engine 4 & Blueprints
 - 1 year Flash/Scaleform
 - 1 year Html5

Experience

Software Developer – VRstudios

January 2017 – February 2017 (2 months) Bellevue

- Implementing C++ network interpolation for multiplayer virtual reality experiences
- Primarily worked in Unreal Engine 4, Blueprints, and Visual Studio

2 projects

- VR Showdown in Ghost Town for Knott's Berry Farm amusement park
 - Implementing C++ network interpolation
 - optimizing the game engine
- DroneStorm, a Galaga-style first person VR arcade shooter
 - converted title to run on VRstudios' systems

Game Developer – SAIC Seattle

June 2015 – February 2016 (7 months) Seattle

- Primary games.
- Primary developer on one machinima tool.
- UI programmer on one FPS title.
- Primarily worked in Unreal Engine 3 and Scaleform.

2 projects.

- America's Army: Proving Grounds
 - Programmer on a large team, from August 2015 – February 2016.
 - Worked primarily in C++/Unreal Script/Flash
 - Implemented new UI features post-launch.
 - Helped implement new game mode.
 - Fixed bugs and refactored outdated code.
- Machinima Tool for America's Army
 - Sole developer on small team, from June 2015 – August 2015.
 - Worked primarily in C++/Unreal Script/Flash
 - Added new features as requested.
 - Fixed various bugs and crashes, as well as refactoring outdated code.

Game Developer – Independent

December 2014 – May 2015 (5 months) Redmond

- Sole developer on 3-Clr Jumper, a small Android title made with Unity and C#.

Game Developer – Fugazo Games

February 2013 – May 2014 (15 months) Seattle

- Programming games.
- Lead programmer on two titles.
- Assisting programmer on four titles.
- Rapid prototyper for game mock-ups and project pitches to publishers.
- Work with publishers to implement and integrate various backend analytics tracking and in-app purchase systems.
- Helped brainstorm and then implement new features and functions ongoing casual games.
- Designated dev for hooking up analytics, stat-tracking, and in-app purchasing systems from publisher.

6 projects

- Golden Ticket
 - Lead Programmer on a Team of 4, from February 2013 – March 2014.
 - Handled 90%+ of coding responsibilities as Lead Programmer using the in-house engine in C++ and an xml-based scripting language.
 - Main build was for PC, but also ported to & optimized for iOS.
 - Handled graphics optimization, NPC AI, quest AI & scripting, UI, UX, IAP, analytics, minigames, game flow, and most other aspects of the title's technical development.
- World Mosaics Chroma
 - Assisting Programmer on a Team of 6, from August 2013 – December 2013.
 - Programmed World Map & Cutscenes
 - Handled Dynamic Asset Loading using the in-house engine in C++ and an xml-based scripting language.
 - Hooked up analytics and IAP functionalities.
- Rocket Claw (HTML5)
 - Sole Programmer, during April 2014.
 - Reverse engineered the existing iOS title into HTML5/Javascript from scratch, using the Quintus HTML5 engine.
- Three Multi-Game Collections
 - Assisting Programmer, during March & April of 2014.
 - Constructed and programmed the game launchers in Unity with C# for three separate collections of games, one of which has since been released on Steam under the name “Cooking Academy Fire and Knives”.
- Prototypes and Pitches
 - Sole developer across 2013 and early 2014 on several pitches and prototypes for various games in Unity/C#, including, but not limited to, mocking up a gauntlet-style arcade game and a hunting game in the vein of Big Buck Hunter using Unity and C#.

Technical Certifications Requirements Tester – Microsoft Contractor

May 2012 – October 2012 (6 months) Redmond

- Technical Certifications Requirements Tester for Windows 8 launch games.
- Made sure that titles adhered to OS specifications and functioned properly with various Windows 8 functions, such as window snapping, profile switching, cloud saving, and save file storage locations, among other things.
- PowerShell use in the process of setting up and running scripts, batches, tests, etc.

5 projects

- Minesweeper, Mahjong, Taptiles, Solitaire, & Adera