

CONTACT

James Truesdell

james.h.truesdell@gmail.com

940-391-3200

Website: <http://www.jamestruesdell.com>

EDUCATION

Georgia Institute of Technology, Atlanta, GA

8/2008 – 5/2010

Major: Digital Media MS

GPA: 3.83/4.00

Georgia Institute of Technology, Atlanta, GA

8/2004 – 5/2008

Major: Computational Media BS

GPA: 3.22/4.00

SKILLS

Programming: Advanced HTML, CSS, XML, Java, Processing, Python, C, C#, SmallTalk, Scrum/Agile development process, Subversion, and the Microsoft XNA game library.

Operating Systems: MS-Windows (3.1 - 7), Macintosh OSX, some experience with various Linux distros

Software: Working knowledge of most Microsoft Products; experience with Adobe Photoshop, Jasc Paint Shop Pro, Adobe Dreamweaver, GIMP, Jasc Animation Shop, SWiSH, Adobe Flash, Adobe InDesign, Inkscape, Paint .NET, Maya, and Virtools.

EXPERIENCE

EGG Mermaids Project (<http://www.mermaidsgame.net/>) **1/2009 – 5/2010**

Programmer

Mermaids is a massively multiplayer online game in the Multiverse environment. Its intent is to create a large and social world that the players build together. I have had the following responsibilities on this project:

- Researched software to enable the use of Wii remotes with our game.
- Designed control schemes, scripted them, and went through a testing process to determine if it worked.
- Playtested the controls.
- My final task was to implement a message based social system that allowed players to connect with each other. This required both client and server changes, in Java and Python respectively, and greatly enriched the sorts of relationships the users could have with one another.

InTEL Statics Project (<http://intel.gatech.edu/>) **5/2008 – 8/2010**

Programmer/designer/QA

The aim of InTEL is to aid teaching the field of statics to students by taking advantage of the affordances of interactive technology that are not available in the traditional textbook format. This is achieved via both creating more engaging and relevant problems as well as providing instant step-by-step feedback to the student. I have had the following responsibilities on this project:

- Attending weekly design meetings between the Ivan Allen College and the College of Engineering
- Creating new exercises
- Unit testing, white box testing, and debugging to ensure the stable release of my portions of the code
- Prototyping new software features to allow for new types of problems (eg. centroids and friction)
- Designing user interactions and user interface flow

OTHER INFO

- My masters project involved designing a game which was used in a novel, webcam-based, tangible interface for the Windows platform. I made use of tools such as GoblinXNA to achieve this and it requires me to be concerned with things like the types of users that will use my system, the games that best take advantage of the technology, and the sorts of environments it could be used in. The iterative design process via prototyping has been immeasurably helpful and I believe resulted in a stronger product.
- In fall 2007, in a team, I shared responsibility for the design and was in charge of art for a game prototype which would be implemented for a touch surface computer. Our project was voted best in class by a small panel of Georgia Tech LCC faculty and people from the Atlanta branch of the Schematic Company.
- I'm a fan of whitewater canoeing!