

James Carlson

(he/him)

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Seeking opportunities to work with game development teams.

Looking to support teams making great games, as well as refine my own game development skills.

Game Development Experience

- My friend Chris and I started making games together as "Error Loading Media" in 2020.
- Using **Unity**, we built and released a mobile Halloween-themed game, **"Spooky Street"** that fall, and improved upon it the following year. I took on the bulk of the programming and created all but a couple of art assets. "Spooky Street" is available on the App Store and Google Play.
- We have worked on internal projects both together and independently, including participating in a game jam, and are currently working toward our next release.

Skills

Game Development (Unity)

Programming (C#)

Art & Design (Adobe Creative Cloud)

Videography & Editing

Leadership

Communication

Organization

Education

Bachelors, Game Design and Development

University of Colorado Colorado Springs, Graduated 2015

- For my coursework, I made many prototypes and short games in GameMaker and Unity.
- For my senior project, I taught myself Unity and Blender, and created a short 3D adventure game, "Round Town."

To view a reel of my game projects, visit my portfolio: jamesmbcarlson.com/games

Other Work Experience

Camp Elim - Media Production Supervisor, 2007-2018

- I began my career at Camp Elim as a summer volunteer, when I taught myself how to meet their video and design needs. I worked part-time for many years after that, in a variety of capacities.
- By the time I graduated college, I had made myself indispensable as their go-to guy for all things design and tech, so they created a position for me on their year-round leadership team.
- As the **Media Production Supervisor**, I taught and oversaw volunteers as they worked on video and photography projects. I designed or otherwise oversaw all promotional materials, and I became part of the decision-making team that directed the overall growth and development of the camp.

Loyal Coffee - Shift Supervisor, 2019-2021

- In addition to making some really delicious coffee, I am proud to say that from a team hired to run a new location, I was the first to be promoted to a leadership position.
- As shift supervisor, I was responsible for the management of the on-floor team, the quality of our food and beverages, and the overall guest experience. I really enjoyed ensuring guests felt seen, remembered, and valued.

Ring Digital - Graphic Design Specialist, 2022-2023

• Created animated digital advertisements using Adobe Animate, Photoshop, and Premiere.

Freelance Front-End Web Developer, 2022-Present

• Working in **C#, HTML,** and **CSS,** I am collaborating with a back-end developer to create websites and internal applications for our clients.

Kindness

Treating others with respect, gentleness, and generosity makes the world a better place.

Integrity

Cutting corners makes for unstable structures. My team should be ethical, dependable, and trustworthy.

Values

Artistic expression and new ideas should be encouraged, explored, and celebrated!

Creativity

Balance

I'm chasing after a full and holistic life that includes work I can be really proud of.

Fun & Humor

Professionalism is important, and so is levity! Life can be pretty brutal, but laughter is a life raft!