

# James Manley-Buser

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*Passionate programmer seeking positions in underlying engine work or gameplay systems*

- C++, Unity & C#, UE4 C++ & Blueprints, UE3 C++ & UnrealScript & Scaleform

## Work Experience

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### **Microsoft – Software Development Engineer in Test (Team of 5)      May 2017 – Present**

- Debugged legacy code base, implemented bug fixes, ran and automated test procedures

### **VRstudios – Software Developer (Team of 3)      January 2017 – February 2017**

- Implemented C++ network interpolation on top of existing Unreal Engine 4 Blueprints projects for multiplayer virtual reality experiences.
- Primarily worked in Unreal Engine 4, Blueprints, and Visual Studio.

### **SAIC Seattle – Game Developer (Team of 5)      June 2015 – February 2016**

- Primary developer for dynamic Video Creation Tool for a military contract. Updated legacy codebase, implemented new features, etc.
- Programmer on UI Team for America's Army Proving Grounds FPS, working on menus, in-game HUD, and under-the-hood prep for PS4 support.
- Primarily worked in Unreal Engine 3 and Scaleform.

### **Fugazo Games – Game Developer (Teams of 3 to 6)      February 2013 – May 2014**

- Lead programmer on two titles, programmer on four titles.
- Rapid prototyped 5 game mock-ups and project pitches to publishers.
- Worked with publishers to implement various backend analytics tracking and in-app purchase systems.
- Implemented analytics, stat-tracking, and in-app purchasing systems from publisher.

### **Microsoft – Certifications Requirements Tester (Team of 11)      May 2012 – October 2012**

- Technical Certifications Requirements tester for Windows 8 launch games.
- Ensured that titles adhered to OS specifications and integrated properly with various Windows 8 functions, such as window snapping, profile switching, cloud saving, save file storage locations, etc.
- Used Powershell to set up and run scripts, batches, tests, etc.

## Education

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### **Digipen Institute of Technology      April 2012**

- Graduate of the Bachelor of Science in Computer Science and Game Design program.