

Contact

JamesWeishaus@gmail.com
DemonBismuth.com
(818) 398 9912

Education

Savannah College of Art & Design (SCAD)

BFA in Interactive Design & Game Development (2018-2021)
Magna Cum Laude

Skills

- **Object Oriented Programming** (C++, C#, Python, Javascript)
- **Web Development** (HTML, CSS, jQuery, PHP, SQL)
- **Game Engines** (Godot, Unity, Unreal)
- **Microsoft Visual Studio**
- **Microsoft Office Suite**
- **Adobe Creative Cloud** (Photoshop, Illustrator, InDesign)

References

Ryan Hewer

- Former CEO (LRDG)
- ryanhewer@gmail.com
- 315-323-1069

Denis Comtesse

- Tech Lead (LRDG)
- denis@problematic-music.com

Henry Reister

- Tech Lead (Modern Games)
- henryclay@gmail.com
- 818-599-7001

James Weishaus

Programmer and Game Developer

Modern Games

Aug 2024 - Mar 2025
Remote

Position: Programmer (Contract)
Engines: Unity 2022, C#

- Worked on **Mini Mania**, a mobile game about building miniatures and decorating rooms. [Unity, C#]
- Developed gameplay systems including: tutorial and event tracker, inventory reservations, unlockables, level up progression, and touch input for dragging objects.

Little Red Dog Games

Apr 2021 - Jan 2024
Remote

Position: Gameplay Systems Programmer
Engines: Unreal 4, Godot 4, Unity 2019

- Developed major gameplay systems across multiple unreleased titles before the studio's closure.
- Programmed systems for resource management, procedural UI, and decorating rooms on 3D grids. [Unreal 4, C++]
- Designed content editor tools for developer ease-of-use, trade route pathfinding on a spherical map, and a card-based minigame prototype. [Godot, GDscript]
- Worked on tactical combat UX & quest tracking. [Unity, C#]

SCAD Game Development

2020 - 2021
Savannah GA

Position: Project Lead, Lead Programmer
Engines: Unity 2019, C#

- Project Lead and Lead Programmer on senior thesis project: **Roses & Thorns**, a turn-based strategy game with visual novel elements. [Unity, C#]
- Oversaw daily sprint meetings—documented, prioritized, and assigned tasks in accordance with the product backlog.
- Developed in-editor tools for designing and integrating grid-based tactical maps.
- Programmed robust gameplay systems for pathfinding, abilities, dynamic map events.

LRowan Creative

Jan 2021 - Feb 2021
Savannah GA

Position: Solo App Developer (Contractor)
Engines: Unity 2019, C#

- Created Cruis'n The Park companion app for West Coast Customs' car show, presented on March 2021 at Six Flags Magic Mountain. [Unity, C#]