

## Contact

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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)
- **Git Source** (Git, Perforce)
- **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

## TorchBear

2024 - May 2025  
Chicago IL

**Position:** Sole Developer (Programmer & Designer)  
**Engines:** Godot 4, GDscript, Affinity Designer

- Created **TorchBear**, a card game prototype/demo that is free-to-play in your browser. [Godot 4, GDscript]
- Developed and maintained: code base, editor tools, gameplay spreadsheet document, vector art UI & cards.

## Modern Games

Aug 2024 - Mar 2025  
Remote

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

- Worked on **MGA's Miniverse: Make It Mini**, a mobile game about building miniatures & 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 4, 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.