

James Jacoby

Software Engineer, Game Designer, Motion Graphics

jamesmjacoby@me.com
425-318-0030
jacobytech.com
makeshiftgames.com

A well-rounded software engineer with expertise in all aspects of software development- I am highly motivated, independent, good with people, and a quick learner.

Proficiencies (roughly) in order of expertise:

ActionScript, Flash, Flex, Objective-C (iPhone), Unity 3D, Java, JavaScript / AJAX, Adobe Creative Suite, ASP.net, Silverlight, C#, VB.net, PHP, Database Design / SQL Server / MySQL, 3D Modeling, HTML, CSS

EXPERTISE AND ACHIEVEMENTS

Engineered and developed a massively multiplayer Flash game similar to Club Penguin for Switch Development & Oysterdome Games.

Created a multiplayer drawing game called "Depict" for the iPhone.

Created "Chuck the Ball" for the iPhone, which made it to the top 50.

Created several Silverlight RIAs and product mock-ups for ZAAZ.

Was the sole developer responsible for the Addy Award winning online video mixer for T-Mobile's 2008 Superbowl commercial.

Developed numerous Flash RIAs for T-Mobile (sidekick.com primarily).

Created a project walkthrough for Windows Media Center in Silverlight.
Designed and built a 3D animation and a 360 degree view for a Windows Vista Silverlight project.

Skilled user of software design patterns. I am familiar with architectural frameworks, particularly PureMVC.

Was the lead developer for eRequester, overseeing the conversion to .net 2.0.
Engineered many unique features for eRequester, including a rules-based routing system.

Designed and implemented a web-based hiring solution for Zumiez, Inc

EDUCATION

Bachelor of Science in Computing and Software Systems from University of Washington (2004)

Specialized in object oriented programming, data structures, analysis of algorithms, software engineering, management principles, hardware architecture, and operating systems.

EXPERIENCE

Makeshift Games / Jacoby Tech, Owner (2005-Present)

Makeshift Games is a game development company I started in 2005 to produce original titles and provide game-development consulting services.

Chuck the Ball was our first title on the iPhone and we're currently working on a 3d game for the iPhone leveraging Unity 3D.

Filter Talent Group, Nokia (2009)

Developed an interactive 3d slideshow in Flash

ZAAZ, Seattle WA: Developer (2008 Contract)

Flash & Flex site architecture using PureMVC and web services
Produced cutting-edge prototypes that push the limits of Silverlight

Garrigan Lyman Group, Seattle WA: Developer (2007-2008)

Conceptualization, design, and implementation of complex RIAs in Flash and Silverlight.
Implement web-optimized animations and product demos in Flash.
Development of ASP.net websites and web services.
Provide leadership, advice, and LOE quotes to non-developers for most projects.
Lead the team with initiatives that improve developer workflows and relationships with other departments.
Provide "the voice of dev" during kickoffs and client meetings.

Paperless Business, Seattle WA: Software Engineer / Web Developer (2005-2007)

Implement web and other software projects
Develop customizations and new feature for eRequester
Quote projects and customizations
Meet with clients remotely and in person
Write and Review requirements and specifications
Integrate accounting systems with eRequester
Provide phone and on-site training for eRequester
Bug fixes and client troubleshooting
Provide advice and guidance to other eRequester team member