

# James M. Howerton

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## Education

University of Virginia, Charlottesville, VA

M.S. Data Science, *Current GPA: 4.0*

2019-present

B.S. Computer Engineering, *Cumulative GPA: 3.918*

2016-2019

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## Skills

**Programming Experience:** Python, C++, C, C#, MySQL, PowerShell, Java, React JS, R, VHDL

**Visual Media Software:** Photoshop, Illustrator, After Effects, Max

**Audio Software:** Ableton Live, Native Instruments Software, Sylenth, Serum

**Games Software:** Unity

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## Interested in Learning

**3D Modeling Tools:** Autodesk Maya, 3DS Max, Fusion 360

**Procedural Art Pipelines:** Substance Designer, Substance Painter, Houdini, World Machine, Gaea

**Shader Programming:** GLSL, HLSL, Scripting for Max

**Sculpting:** Zbrush, Mudbox

**Game Engines:** Unreal, Unity, Godot

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## Experience

TwinThread, Charlottesville, VA, *Full-Stack Software Intern*

Summer 2019

6-month part-time internship including 6 weeks of full-time work. Developed a DevOps tool using PowerShell to automate the deployment of Azure resources for new clients. Developed build and release pipelines for automating the release of Azure Functions, WebJobs, and deployment of C# and javascript code.

Genworth, Richmond, VA, *IT Intern*

Summer 2018

12 week IT internship using MySQL and PowerShell to wrangle internal and external Oracle Eloqua email data into SpotFire dashboards used for intelligent decision-making by several parties of management.

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## Recent Projects

**Isometric Action Game** - In my free time I have been developing a game where players use a card system to modify attack sequences that they use in combat. Through combining attacks that modify one another, players are allowed creative freedom in making builds that suit their playstyle.

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## Portfolio

**Game Design/Engineering:** jameshowerton.dev

**Art:** jhowertonart.weebly.com