

John Harris

harr1727@msu.edu
github.com/5jjh
john5harris.com

Languages

- Python (excellent)
- C++ (excellent)
- C# (excellent)
- HTML, CSS (excellent)
- JavaScript (excellent)
- Java (proficient)
- SQL (proficient)

Dev Tools

- Unity
- GitHub
- Azure
- Unreal Engine
- Docker
- Xcode
- Figma

Skills

- Communication
- Teamwork
- Adaptable
- Testing and debugging

Notable Courses

- Data Structures and Algorithms
- Mobile Application Development
- Machine Learning
- Artificial Intelligence
- Web Development
- Linear Algebra
- Object-Oriented Programming

Extracurricular Activities:

- Love playing video games, sports, and table-top games

I am a recent Computer Science Graduate from Michigan State University with a strong passion for game development and interactive design. I am eager to apply my technical expertise to craft compelling gameplay experiences and innovative game mechanics, while continuing to evolve as a developer in the gaming industry.

Education

	Bachelor of Science in Computer Science Michigan State University
Aug 2021 – May 2025	
	Varsity Esports Player, Michigan State Valorant Team
Aug 2021 – May 2025	<ul style="list-style-type: none">• Compete on the varsity <u>Michigan State University Valorant team</u> consisting of six select players. Valorant is a team-based video game where communication, practice, and teamwork drive success.• Serve as the team’s “In-Game-Leader.” I create strategies, lead communications, and build the team foundation.• Led the team to 105+ victories and four tournament titles: The Big Ten Conference tournament, Power Esports Conference tournament, Zippy’s Hawaii Invitational, and Midwest Battleground.
Sep 2024 – Dec 2024	Brain Tumor Detection (School Project) <ul style="list-style-type: none">• Worked with a team of 4 engineering students to develop a deep learning model to classify MRI images of brain tumors. Implemented a Convolutional Neural Network (CNN) using PyTorch, OpenCV, and NumPy.
Sep 2024 – Dec 2024	Green Reader (Class Project) <ul style="list-style-type: none">• This mobile application, developed in Java and XML, serves as a tool for golfers. Within this app the user can save their scores, connect with friends, and access a “green reader” which uses the accelerometer sensor to guide the user while putting.

Work Experience

	Game Developer Adrenaline Interactive, Ann Arbor, MI
May 2025 – Sep 2025	<ul style="list-style-type: none">• Developed comprehensive game systems including UI, abilities, physics, and audio integration using Unity/C#. Collaborated with a team to debug, optimize, and enhance player experience.• Contributed to creative development by brainstorming mechanics, the core game loop, and defining fundamental systems that guided the development process.• Took ownership of the iOS release pipeline, handling provisioning profiles, certificates, and TestFlight deployment. Implemented in-app purchasing, and prepared assets and metadata for App Store submission.
	Software Engineer Michigan State University, East Lansing, MI
Jan 2025 – May 2025	<ul style="list-style-type: none">• Collaborated with a team of six students on a project with <u>Urban Science</u> to develop a <u>mobile application</u> that helps dealerships maximize sales opportunities with the use of generative AI.• Built with .NET MAUI (C# and XAML) as its frontend, .NET REST API for backend, and Azures OpenAI and Computer Visions.• Created models to classify customers based on demographics, recommend services based on customer classification, vehicle information, and vehicle services history

References and transcripts available upon request.