James Tasker

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Career Objective

I am a recent Computer Science graduate seeking junior or graduate software development roles. Strong foundation in object-oriented programming, web technologies, and game development, with hands-on experience through university and personal projects. I am motivated to learn quickly, write clean code, and contribute effectively in team-based environments.

Education

BSC | COMPUTER SCIENCE | UNIVERSITY OF AUCKLAND | FEBRUARY 2023 – NOVEMBER 2025

· Learned multiple programming languages, including Python, Java, C#, JavaScript
· Worked on group projects such as capstone and web applications.
· **Relevant Coursework**: Object-Oriented Software Development (A+), Cyber Security (A+), Database Systems (A-), Software Development Methodologies (A), Large-Scale Software Development (A)

Projects

GODOT PLATFORMER (PERSONAL PROJECT) - LINK

Godot Engine / GDScript

· Developed a Celeste-inspired 2D platformer as an independent project
· Implemented player movement, physics interactions, and level mechanics
· Applied problem-solving and debugging skills to refine gameplay feel and responsiveness

2D GAMES IN JS PHASER (CAPSTONE PROJECT) - LINK

JavaScript / TypeScript / Phaser.js

· Collaborated in a 5-person Agile team to design and develop two 2D games, Fix It and Magic Cups
· Implemented core gameplay systems for Fix It, including physics, collision handling, input processing, and game state management
· Designed modular, reusable TypeScript components following object-oriented principles
· Used Git and GitHub for version control, issue tracking, and pull requests
· Gained experience working from requirements, deadlines, and iterative feedback

DEVELOPER PORTFOLIO (PERSONAL PROJECT) - LINK

Next.js / React / TypeScript / Tailwind CSS

· Developed a responsive portfolio website using Next.js and React to showcase software and game development projects
· Built using Next.js and React with TypeScript for type safety and maintainable component-based architecture
· Implemented modern UI styling with Tailwind CSS, including responsive layouts, hover interactions, and theming
· Deployed and hosted using Vercel with automated deployments via GitHub integration

Skills & Abilities

Languages: JavaScript / TypeScript, Python, Java, C#
Frameworks & Tools: Next.js (React), Phaser.js, Godot, HTML, Tailwind CSS / CSS, .NET, Web APIs
Software Engineering: Object-Oriented Programming, Git, Agile / Scrum
Additional Knowledge: Web development fundamentals, machine learning concepts, cyber security principles