

James Barra

Hoboken, New Jersey | 914-715-3143 | [Email](#) | [LinkedIn](#) | [Website](#)

EDUCATION

Stevens Institute of Technology / Hoboken, New Jersey 04/24

Visual Arts & Technology / Game Design — GPA. 3.821

Relevant Coursework:

- *Foundations 4D / Moving Image: On Screen*, which taught principles of video editing, and softwares such as Premiere Pro.
- *Motion Graphics / Moving Image: In Space*, which taught how to work with 3D software, such as Cinema 4D, and how to apply such software to video.

EXPERIENCE

Stevens Institute of Technology / Hoboken, New Jersey 07/24

Game Design Assistant Teacher

As a teaching assistant at SIT, I worked alongside a professor to run a two-week Game Design course for High School seniors. As part of this role, I:

- Communicated with the course instructor, discussing the best practices to ensure the course material was covered in the most effective way.
- Engaged with students throughout multiple sessions, providing assistance to help them keep pace with the class, and guiding them to solve technical problems on their own.
- Instructed multiple two hour courses independently, helping students organize into teams, troubleshoot code, and workshop ideas for their games.

Freelance / New Rochelle, New York 12/24-3/25

3D Animation and Unity Editor

As a Unity Editor for an artist in the Queens Museum, I provided the digital assets, 3D models, and videos required for the artist's installation. As a part of this process, I:

- Facilitated discussions with professionals in a variety of fields, coordinating with both the project's lead artist and specialists in holographic display.
- Arranged meetings twice weekly to hold discussion about the project, and wrote detailed progress reports in between.
- Took initiative to apply my visual knowledge when left to my own discretion, providing unique additions to the work that did not conflict with the artist's vision.

SKILLS or INTERESTS

Video Editing

In my free time, I make videos ranging from technical demos to comedy skits.

3D Design / Game Modding

I have taught myself Autodesk 3dsMax, Unreal 5, and Unity in efforts to create and mod video game maps and characters.

Writing

I have written literature, essays, and scripts for projects of my own as well as for my colleagues.