

James Treneman

TECHNICAL GAME DESIGNER

PROJECT SPOTLIGHT

KITE action game developed at Lab Cat Games **2014 - 2018**

- Sole Developer** design, engineering, art, sound, music, strategy
- Pitched** private investors, accounting for 20% of KITE's budget
- Marketed** through media campaigns, interviews, streamers
- Published** as a premium PC game on the platform Steam

GLIMMER XP developed at Glimmer Technology **2018 - 2021**

- Augmented Reality** computer vision (CV) app on IOS & Android
- Technical Product Manager** UI/UX design, cross-team lead
- Developed** in Unity, Blender, using Git, implemented automation
- Business Development** accounts, contract negotiation, pitching
- Client Acquisition** including Oregon Brewlab & Ninkasi Brewing
- Produced 8** augmented reality (AR) experiences in Unity
- Monetized** AR products through Software as a Service (SaaS)

CAREER PATH

OWNER/OPERATOR – Lab Cat Games, LLC

5/2014 – current *Eugene, OR*

- 2016 KITE enters Early Access after completing Steam Green Light
- 2018 launched full version of KITE on Steam
- 2021 shifted focus to mobile & HTML5 products
- 2023 released puzzle game DISPLAY prototype
- Currently prototyping retro farming sim SCREEN of GREEN
- IDE: Gamemaker Studio 2, coded in Gamemaker Language (GML)

TRADE ACT STUDENT – Eastern Oregon University

1/2022 – 12/2023 *La Grande, OR, Remote*

- Bachelor of Science, Computer Science, Magna cum Laude
- Produced HTML5 puzzle game DISPLAY (demo on itch.io)
- Produced Wordle clone in C++ (play on repl.it)
- Senior Seminar “Prototyping Games” (view on YouTube)
- Reprised Scrum Master role for group projects

TECHNICAL PRODUCT MANAGER – Glimmer Technology

4/2018 – 9/2021 *Eugene, OR, Hybrid*

- Lead Designer, Scrum Master, Board of Directors member
- Produced augmented & virtual reality (AR/VR) experiences
- Prototyped and tested Teacher Training Simulator on the HTC Vive
- Collected requirements and wrote product documentation
- Developed in Unity with C#, deployed to IOS and Google Play
- Pipeline: Unity, Blender, Photoshop, Git, Plastic SCM
- Communication: Trello, Slack, Redmine, Jira, Discord

WANT TO SEE MY WORK? NEED REFERENCES?

www.labcatgames.com | treneman.james@gmail.com | 541 520 1796

treneman.james@gmail.com

541 520 1796 | Eugene, OR

www.labcatgames.com

EXPERTISE

Programming: C, C++, C#, Java, HTML, PHP, SQL, JavaScript, GML

Pipeline: CI/CD, Git, Perforce, Plastic, Repl.it, Unity, Blender, Gamemaker, Photoshop, Sprint

Documentation: UML/ER/sequence/deployment diagrams, concept/ requirement/design specs, product roadmap, user stories, product backlog, story points

Communication: Scrum, Kanban, Jira, PowerPoint, Trello, Discord

Design: UI, UX, web, graphic, game, script, mobile, gamification

Management: Agile, Waterfall, 5S, Scrum Master, Product Owner, DEI, hiring, social awareness

Strategy: marketing, launch, sales, media & client relations, pitching, KPIs, demographics, CRM

EDUCATION & AWARDS

Eastern Oregon University

La Grande, OR, Remote

BS Computer Science

GPA 3.77, Dean

Graduated 12/2023, Dean's List

People's Choice Award - KITE

Indie Game Con 2019 *Eugene, OR*

WYOTECH *Sacramento, CA*

Associate Degree Specialized Tech, Applied Service Management

Diploma Refinishing Technology

GPA 3.3

Graduated 9/2009