James Martini

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Education

New York University
BFA in Game Design
2020-2024

Jesuit High School
High school diploma
2016-2020

Skills/Tools

- Unity, Godot, Blender, Jira
- C#, GDScript, Java, HTML, CSS
- Writing
- Game Design
- UI/UX
- Project Management
- Software Development
- Audio Design

Experience

Major League Baseball | June-Nov 2026
Game Designer

Designed PVE challenges for an upcoming mobile card battler. Mapped out challenges in a spreadsheet, implemented them in Unity, and designed analytics to measure the spread of difficulties, teams, etc. Also designed sound effects for the same project. Put together the style design and created sound effects in Audacity.

Major League Baseball | 2022-2026
Quality Assurance Tester

Tested all apps to ensure functionality and quality. Used Jira and spreadsheets to manage issues and test plans. Worked with licensed apps to ensure brand compliance.

Western Partitions, Inc. | 2017-2021
Business Systems Analyst Intern

Created and maintained custom apps and databases for timekeeping, reporting, and other business needs.

Projects

BYTE | Solo Developer

A visual novel/tactics RPG based on *Dracula*, by Bram Stoker. Inspired by games like Persona and Fire Emblem.

MLB XR | Quality Assurance

MLB's XR streaming app for Meta Quest, Vision OS, and Android XR.

Yvain and Gawain | Solo Developer

A small turn-based RPG based on Chrétien de Troyes' *Yvain, the Knight of the Lion*.