

**JAMES BENTLEY**  
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## WORK EXPERIENCE

**Partner** at Hellicar Studio, London, UK (September, 2016 – Present)  
20% owner of award winning interactive art & design firm with annual turnover of £1 million plus. Chief Technical Officer in charge of software and hardware development. Also responsible for hiring, firing, managing clients, budgeting, and marketing.

**Software developer** at Hellicar & Lewis, London, UK (December, 2014 – September, 2016)  
Designed and built one of a kind interactive art installations using C++, OpenFrameworks, C#, Java, JavaScript, GLSL, HTML, CSS, Unity and Node.js. Contributed creatively to ongoing installations and participate in pitches to existing and prospective clients.

**Intern** at Hellicar & Lewis, London, UK (September, 2014 – December, 2014)  
Worked on projects to deliver interactive art installations for clients such as Nike, Adidas, Cartoon Network and ARUP. Extensive experience with creative coding frameworks, web and application development.

Summer jobs during college include:

Co-Op at Advanced Micro Devices, Boston USA	(September 2013)
Contract Manager at Bell Canada, Toronto, CA	(July - August, 2013)
Development Analyst at The Royal Institution London UK	(July 2012)
Aquarist Assistant at Maritime Aquarium, Norwalk USA	(September 2011)
Teacher's Assistant at NBF Academy, Bridgeport USA	(July 2011 and 2010)

## EDUCATION

**BA Degree University of Chicago**, Chicago, USA (September, 2010 - June 2014)  
Physics major and Philosophy minor  
Relevant course work included: ordinary and partial differential equations, calculus of variation, linear algebra, extensive laboratory work, and statistics.

## SKILLS AND INTERESTS

Published apps to the Windows Store. Experience teaching basic computer science concepts. I am a dual US/Canadian citizen and attended high school and middle school in England and Switzerland. I am an avid off-piste skier, canoer and reader.

Technical Skills: C++, C#, Javascript, Java, HTML, CSS, openFrameworks, Unity, Node.js, VR, AR, HLSL, GLSL, OpenGL, Arduino, Linux, Windows, OSX, XCode, Visual Studio, openCV, Git, Github.