Charles Williams

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GitHub: https://github.com/CharlesWilliams127

OBJECTIVE: To obtain a cooperative education position in the Software Development field with a

particular interest in Video Game Development. Available Summer/Fall of 2016.

EDUCATION: Rochester Institute of Technology, Rochester, NY

Bachelors of Science in Game Design and Development

May 2018

Predicted Minor in Software Engineering

May 2018

Cumulative GPA: 3.12

PROJECTS: Billiards Simulation March 2016 – Present

Currently programming a physically accurate, 3D simulation of the bar game "Billiards"

in C++ using OpenGL.

Legion November 2015 – Present

Utilized advanced steering and flocking algorithms programmed in C# using Unity3D to

recreate Roman soldiers marching in formation following a leader.

The Cabin October 2015 – December 2015

Worked with a team to model, texture, and animate a 3D rendering of a 19th century log cabin in Unity.

RIT RPG February 2015 – May 2015

Implemented class hierarchy and various algorithms for turn based combat in this Final Fantasy inspired game developed using C# in Monogame. Worked with a team to develop game to completion.

SKILLS: Programming Languages:

Proficient with: C#, Processing, HTML, CSS

• Comfortable with: C++

• Novice with: JavaScript, Java, Python

Software: Unity, Visual Studio, Maya, Notepad++, Adobe Photoshop, Monogame

Other: Basic German, Basic Spanish

EXPERIENCE: Uncommon Tutor

Rochester, NY

Rochester Prep High School

August 2015 – Present

Assisted and encouraged struggling Inner City high school students with subjects such

as Algebra, Geometry, Global History, and Literature.

Team Member Jackson, NJ

Six Flags Great Adventure

June 2014 - September 2014

Worked with a Team as a game stand manager inviting guests to play games and win

prizes.

ACTIVITIES/ HONORS:

- Dean's List Fall Semester 2015
- Co-Founder/Events Head of RIT's History Club
- Assistant Wrestling Coach
- Member of RIT club Rugby Team