Jamal Woods

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https://jamalcwoods.github.io/

An ambitious and creative thinker who is eager to trial blaze toward new triumphs in the tech and gaming industries.

Looking for Internship/Co-op in Summer and Fall of 2020

Education

Rochester Institute of Technology, Rochester, NY - *Bachelor of Science, Game Design and Development, Minor in Computer Science*

Graduation Expected in December 2021

Skills

Programming Languages: Javascript, Java, C#, HTML, CSS, Python

Game Engines: Unity(VR/2D/3D), MonoGame

Work Experience

Teaching Assistant - **All Star Code**

June 2018 - August 2018 / June 2019 - August 2019

- Taught an introduction to computer science course
- Fostered professionalism in high school students

Intern - **Wikimedia Foundation**

May 2016 - June 2016

- Effectively contributed in a two man team to develop frontend Wikipedia user applications
- Used critique and guidance from project manager to improve application functionality

Projects

Discord Duels - *Personal Project*

March 2017 - Present

https://jamalcwoods.github.io/Discord-Duels-Website/

- Sole developer for a text-based role playing game played by over 35,000 individuals.
- Game includes implementation of classic MMO systems such as cooperative play, character customization, and story based progression.

Xeno - *API/VR Programmer*

October 2016 - July 2017

https://xeno.riverdale.edu/

- Developed an environment for viewing virtuality content on mobile devices with the Youtube API and Unity VR.

Locus - *API/Database Programmer*

August 2016

https://jamalcwoods.github.io/Locus/

- Developed a location based image sharing service, allowing people to leave memories as they travel, with the Firebase Database service and the Google Maps API.

Trends - *Personal Project*

October 2017

https://jamalcwoods.github.io/Trends/

- Developed a web application that displays a general summary of what people are talking about in the world using the Google Trends API and the Twitter API.

Organizations

- Member, Playcrafting NYC (https://playcrafting.com/) (2018 - Present)
- Member, ROC Game Dev (http://rocgamedev.com/) (2017 - Present)
- Member, RIT Game Development Club (2017 - Present)
- Member, National Society of Black Engineers (2017 - Present)
- Public Relations Officer, Velocity - RIT's Urban Dance Crew (2017 - 2019)