dwoodford980@gmail.com 486 Colonial Road

201-314-2335 Ridgewood NJ, 07450

**PERSONAL OBJECTIVE**

To assist in the supervision and advising of students in the production of game design. Act as a role model figured for students while committing to helping and maintaining and educational experience through all stages of production.. To continue to develop skills in the engineering, operation, and analysis of computer games whilst utilizing theoretical concepts and various tools to gain a competitive advantage in the game industry.

**EDUCATION**

Becker College: expected ‘20

B.A. Interactive Media Design: Computer Game Design

GPA: 3.62

Ridgewood High School ‘16 (RHS), Ridgewood NJ 07450

Varsity Hockey 2012 - 2016

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**PERSONAL ACHIEVEMENTS / RELEVANT EXPERIENCE**

**Cloud-Based Web Development Intern,** Clearpool Group, Inc. *Summer 2018*

* Created regression tests for official Clearpool Algorithmic management system
* Assisted in the customization, execution, analysis and optimization of algorithms for cloud-based trading strategies
* Responsible for gathering requirements, designing and implementing features, bug fixes, and unit testing codes
* Utilized Leapwork to re-execute the impact of the current algorithmic management system to test functionality of application
* Effectively applied Jira agile methodology to plan, track, and manage software development projects from single tools (such as scrum)
* Contributed ideas and collaborated with other developers to execute ideas and turn them into production-ready code
* Trained incoming summer interns on Leapwork system and assisted in hands-on learning

**Developer, Pax Rising Showcase**, Pax East *Apr ‘18*

* Tour De Death (Game Studio) - Level based, Virtual Reality zombie game played on an exercise bike
* Level Design - Tasked with the creation of the first and third levels of the game, such as placing assets and creating terrain
* 3D Artist - Created multiple assets in Substance Painter
* Game Design - In charge of coming up with new level ideas and brainstorming new assets

**Jammer**, Global Game Jam - Northeastern University  *Jan ‘17*

*Global Game Jam is the premier annual game creation event that fosters the development of innovative game concepts and promotes international collaboration and teamwork.*

* Team: Hawaii Five Bro: https://www.youtube.com/watch?v=vyVg7sUI\_XM
* Tasked with the creation of a functional game in 48 hours - must include “waves” such as light / physical / sound

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**COMPUTER SKILLS**

Game Engine(s) - Unity, Unreal, GameMaker: Studio / Software(s) - Maya / Program Language(s) Java, HTML

Additional Computer Programs -Photoshop, Microsoft Office Suite and GSuite, Jira

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**ADDITIONAL COURSEWORK**

The History of Game Design / Examining Play / Introduction to Game Design **/** Advertising / Game Studio & Game Studio Lab: Production / Software Engineering Life Cycle / Literary Dev of a Virtual World / Programming I / Serious Game Project / Music Theory / Writing for Fantasy & RPG’s/ Managing Transitions / Global Perspective in Art / College Algebra / Introduction to Psychology / The New Normal: Exploring / Statistics / Writing About Literature / Introduction to Sociology / Needfinding / Environmental Science I /Environmental Science I Lab / Level Design / U.S. History