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**SKILLS**

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

Photoshop, Microsoft Office Suite and GSuite, Jira

**EDUCATION**

Becker College: Expected Graduation: May 2020

B.A. Interactive Media Design

Concentration in Computer Game Design

GPA: 3.62

**WORK**

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

**Game Designer** Tour De Death *2018*

* 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

**Game and Level Designer –** Beat the Machine *2019*

* Conceptualize and create levels for the game
* Helped develop the games story
* Designed mechanics for bosses

**PROJECTS**

**Jammer**, Global Game Jam - Northeastern University *2017*

*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