

Will O'Brien

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Seeking work in user-centered technology, with wide-ranging experience in indie games, web applications, and computer education, and strong communication with players and co-workers.

Education

Rochester Institute of Technology, Rochester, New York

Bachelor of Science, Game Design and Development | Graduated 2023, Summa Cum Laude

Experience

Unreal Engine 4 C++ Experiments (September 2022 - Ongoing)

- Integrating an open C++ crowd simulation library into UE4, aiming to create a Blueprint interface.

YouthTech Inc. (May 2023 - August 2023)

Lead Instructor

- Taught classes in robotics, game design, video production, web design and app development.
- Taught from standard course outlines while adapting lessons for students' unique interests.
- Managed equipment and space in multiple classrooms.

UI/UX Lead, Overcaste (January 2022 - December 2022)

- Designed and playtested the HUD and menu UI for an Unreal Engine 4 adventure game.
- Worked with a professional artist, iterating on ideas through sketches to develop final pieces.
- Wrote shaders with Blueprint so the UI could show hand-drawn flipbook animations.

MAGIC Spell Studios (July 2021 - May 2022)

UI/UX Lead and Technical Artist, Personal Eyes

- Directed UI/UX for an indie game supported by RIT's MAGIC Center and Rockstar Games mentors.
- Created original 2D UI art and Axure prototypes in collaboration with a 3D artist and concept artist.
- Wrote custom shaders and adjusted Unity's URP and lighting settings for a retro rendering style.
- Wrote process documentation and instructions for implementing systems.

Fine Arts Group (May 2022 - August 2022)

Media Technician

- Configured BrightSign OS media players to modernize the signage in a historic indie movie theater.
- Wrote technical documents to explain sign software and wireless troubleshooting to future staff.
- Created graphics to promote upcoming films, working with the theater's visual identity.

Project Lead, NPCs for the Ethical Treatment of NPCs (January 2020 - May 2020)

- Led a brainstorming process by pitching an original game concept and encouraging input.
- Transitioned team to remote work after COVID-19 closed campus and reduced team size.
- Organized team using Trello boards and incremental goal tracking.

Skills

Languages: C/C++, C#, HTML/CSS/JavaScript, Arduino Script

Dev Tools: GitHub, Unity, Unreal, Godot

Agile: Trello, Jira, Technical Writing

UI/UX: Axure RP, Materialize, Bulma, PicoCSS, Paper Prototyping

Art: Blender, Photoshop, Krita, Inkscape, Creative Writing

Music: RIT Ovation Showcase Vocal With Band winner (2023)