

## Will O'Brien

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Seeking work in creative and technical game development, with wide-ranging experience in indie games, web applications, and education, and strong communication skills with players and co-workers alike.

## Education

Rochester Institute of Technology, Rochester, New York

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

## Work Experience

[YouthTech Inc.](#) (May 2023 - August 2023)

### Lead Instructor

- Taught classes in robotics, game design, video production, web design and app development.
- Attended training sessions for courses and taught from standard course outlines.
- Managed equipment and space in multiple teaching locations.

[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.

[MAGIC Spell Studios](#) (July 2021 - May 2022)

### UI/UX Lead, [Personal Eyes](#)

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

## Projects

UI/UX Lead, [Overcaste](#) (Video Game, January 2022 - December 2022)

- Designed and playtested the HUD and menu UI for an Unreal Engine 4 adventure game.
- Worked with a professional artist, communicating ideas through sketches to develop final pieces.

Project Lead, [NPCs for the Ethical Treatment of NPCs](#) (Video Game, 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.

Frontend Web Dev, [TRENCH GAME](#) (Web Game, Fall 2020 - Present)

- Used the PixiJS and howler.js libraries to create a web-hosted game with stylish graphics and sound.

## Skills

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

Dev Tools: Git/GitHub, Unity, Unreal, Node.js, Godot, Linux Desktop

Agile/DevOps: Trello, Jira, Technical Writing

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

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

Music: Performs with several bands in the RIT community, including one RIT Ovation Showcase winner