

# James Williams III

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Portfolio: <https://jwilliams1694.github.io/Portfolio-Jimmy-Williams/>

## SKILLS

**Programming Languages:** C#, C++, C, HTML, CSS, JavaScript, Python, VHDL, ARM Assembly

**Operating Systems:** MS Windows

**Game Engines:** Unity, Unreal Engine, MonoGame

**Other:** Microsoft Office, Slack, Adobe Suite, GitHub, Maya, Trello

## PROJECTS

Led multiple complex projects involving coding in Unity, 3D Modeling in Maya, and Web Design with JavaScript, and Linear Algebra

- **Arcaniac:** 5-member group for 10-week project, October-December 2023, Lead coder, scrum master
  - Created dynamically rendering magic spell system using C# using Unity's built in particle systems.
  - Created enemy AI pathing using Unity's NavMesh system.
  - As a scrum master, I helped assign tasks to group members and set deadlines to assist in production and assisted in setting up and running code reviews, ran GitHub task board to keep group organized.
- **Peach's Castle from Super Mario 64:** 4-week solo project, November-December 2022
  - 3D modeled castle and textures in Maya, and movement system in Unity
  - Created all the assets and textures myself and created a navigational environment in unity combining all the assets.
- **Test of Wills:** 4-member group for 10-week project, February-April 2022
  - Provided animation, sprites, music, and sound effects.
  - Decided the best assets from itch.io and edited them all to fit into the scope of our game, such as animating everything in the game, like background scrolling and player.
  - Contributed many miscellaneous tasks to keep the project moving smoothly, like bug fixes and documentation.
- Coded multiple websites (including *Single Page Website*, *Pokémon API Website*, *Web Project Game*)
  - Made multiple websites for web design class across 10 weeks utilizing HTML, CSS, JavaScript, knowledge of API's and Box2d plugin.
  - Constructed them all from scratch, using references for all 3.

## WORK EXPERIENCE

### ***Tech Management Technician***

*November 2022 - Present*

*Rochester Institute of Technology*

- Provided one-on-one customer support to set up and configure systems for RIT faculty and students, such as software, hardware, networking connectivity, facilitated training of new employees and troubleshooting

## AWARDS

- The National Society of Leadership and Success
- Jackie Robinson Foundation Scholar

*May 2022*

*August 2021 - Present*

## EDUCATION

**Rochester Institute of Technology (RIT), Rochester, NY**

*Expected May 2025*

Bachelor of Science (BS) Game Design and Development; Minors: Computer Engineering, Cybersecurity, Math

Dean's List: Spring 2022, Fall 2022, Spring 2023; GPA: 3.8