# James Williams III

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

## EDUCATION
Rochester Institute of Technology (RIT) – Rochester, New York (May 2025)
- **Bachelor of Science**: Game Design and Development; **Minors:** Computer Engineering, Cybersecurity and Math
- **Dean's List:** Spring 2022, Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024; **GPA:** 3.690

## TECHNOLOGY SKILLS
**Programming Languages:** C#, C++, C, HTML, CSS, JavaScript, Typescript, VHDL, ARM Assembly
**Operating Systems:** MS Windows, Linux; **Game Engines:** Unity, MonoGame

## WORK EXPERIENCE
**Bloomberg** – Workplace Employee Operations Intern (May 2024 to August 2024)
- Provided front line support for internal technology systems and the computer management of more than 100 Bloomberg offices worldwide. Helped resolve software, hardware, and network issues.
- Part of a six-person team that proposed and presented an improved internal ticketing system to maximize workflow efficiency to senior executives.

**Rochester Institute of Technology** – Tech Management Technician (November 2022 to May 2025)
- Provided one-on-one customer support to set up and configure systems for more than 18,000 RIT faculty and students, such as software, hardware, and networking troubleshooting, and facilitated training of new employees.

## PROJECTS
**Quack and Dash** – Lead Programmer for 24-hour long game jam project (October 2024)
- Used physics and linear math functions to apply realistic driving physics to the game's toy car and utilized graphics programing knowledge to create a movable camera that utilizes custom shader.

**Arcaniac** – Lead Programmer, Scrum Master (October 2023 to December 2023)
- The five-member group programmed a magic spell system with particle effects and procedural animation using C# in Unity during the 10-week project. As a scrum master, I used GitHub to assign tasks and set deadlines to assist in the production pipeline.

**Peach's Castle from Super Mario 64** – Four-week solo project (November 2022 to December 2022)
- 3D modeled all assets and textures in Maya and programmed movement system and navigational environment in C# in Unity.

**Test of Wills** – Team Member (February-April 2022)
- The four-member group created a player movement and collision detection system using MonoGame's XNA framework in C# during the 10-week project. Provided animation, sprites, music, and sound effects that fit the game's theme and created animations for background scrolling, player, and enemies.

**Multiple Websites** – Designer
- Made multiple websites utilizing HTML, CSS, JavaScript, and third-party API databases, including *Single Page Website, Pokémon API Website* and *Web Project Game.*

## AWARDS / CERTIFICATIONS
- RIT Presidential Scholarship; August 2021 to May 2025
- Jackie Robinson Foundation Scholar; August 2021 to May 2025
- Men of Color, Honor, and Ambition (MOCHA); August 2024 to May 2025
- MLK Foundation Book Award; July 2021
- The Diamond Foundation Inc., Kappa Alpha Psi Fraternity Inc.; July 2021
- The National Society of Leadership and Success; May 2022
- Strictly Business: Dale Carnegie Immersion Seminar Certification; October 2024
- Bloomberg Market Concepts Certification; July 2024
- AI for Product Management Certification; June 2024