

# James Williams III

(908) 705-3192 | [jaw1694@rit.edu](mailto:jaw1694@rit.edu) | [www.linkedin.com/in/jamesallenwilliams](https://www.linkedin.com/in/jamesallenwilliams)

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

## 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, Fall 2023, Spring 2024; GPA: 3.760

## SKILLS

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

**Operating Systems:** MS Windows, Linux

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

**Other:** Microsoft Office, Slack, Adobe Suite, GitHub, Maya, Domain Utility Tools

## WORK EXPERIENCE

**Workplace Employee Operations Intern**

*May 31 2024 - August 9 2024*

*Bloomberg*

- Helped support the operation of internal technology systems. As the internal front line, assisted with computer management of 100+ Bloomberg offices worldwide. Resolved software, hardware, and network issues for over 24,000+ internal staff as efficiently as possible. Worked with a team of six to propose an improvement of the internal ticketing system to maximize workflow efficiency and presented to senior executives.

**Tech Management Technician**

*November 2022 - Present*

*Rochester Institute of Technology*

- Provided one-on-one customer support to set up and configure systems for 4,000+ RIT faculty and 14,000+ students, such as software, hardware, and networking troubleshooting, facilitated training of new employees.

## PROJECTS

- Quack and Dash:** 24-hour long game jam project, October 2024, Lead Programmer
  - Created a toy car game simulating real life driving, in charge of physics and linear math functions.
  - Programmed movable camera with custom shading via knowledge of graphics programming.
- Arcaniac:** 5-member group for 10-week project, October-December 2023, Lead programmer, scrum master
  - As a scrum master, 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.
  - Created dynamically rendering magic spell system using C# using Unity's built in particle systems and custom code for enemy AI.
- Peach's Castle from Super Mario 64:** 4-week solo project, November-December 2022
  - 3D modeled all assets and textures in Maya and created movement system and navigational environment in C# in Unity combining all the assets. Programmed moving elements in the stage to showcase all the models created.
- Test of Wills:** 4-member group for 10-week project, February-April 2022
  - Programmed player and enemy movement using C# in MonoGame.
  - Provided animation, sprites, music, and sound effects. Gathered the best assets that fit the theme of the game and created animations for background scrolling, player, and enemies.
- Multiple websites** (including *Single Page Website*, *Pokémon API Website*, *Web Project Game*)
  - Made multiple websites HTML, CSS, JavaScript, and utilizing 3<sup>rd</sup> party API databases.

## AWARDS / CERTIFICATIONS

- Strictly Business: Dale Carnegie Immersion Seminar Certification *October 2024*
- Bloomberg Market Concepts Certification *July 2024*
- AI for Product Management Certification *June 2024*
- Jackie Robinson Foundation Scholar *August 2021 - Present*
- The National Society of Leadership and Success *May 2022*
- RIT Presidential Scholar *August 2021 - Present*
- MLK Foundation Book Award *July 2021*
- The Diamond Foundation Inc. Kappa Alpha Psi Fraternity Inc. *July 2021*