

James “Jimmy” Williams

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

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To whom it may concern,

I graduated from Rochester Institute of Technology (RIT) in May 2025 with a Bachelor of Science in Game Design and Development and three minors in computer engineering, mathematics and cybersecurity.

These studies have made me proficient in advanced linear algebra, data structures, and programming in many languages and development ideologies. My expertise lies in four years of C# and C++ experience, along with Unity.

I enjoy low-level, backend C++ and C programming and I understand the in-depth implementations of how games interact with computer hardware. I have used this knowledge in Unity in tandem with Visual Studio to create multiple small-scale games, which are showcased on my online portfolio.

These games display my comprehension of object-oriented design by using techniques like inheritance and classes, since many objects are inherited from a bigger more reusable class, such as an enemy being the base for multiple different types of enemies, and different collectibles that provide different purposes, which is made easier by utilizing object-oriented design.

I was the designated scrum master and lead programmer for multiple projects throughout my time at RIT, and was part of a scrum group during my Bloomberg internship. I believe these experiences have heightened my ability to work and communicate within any type of group in a professional fashion.

I hope to fulfill my dream of building a career at a company that allows me to take advantage of my programming and math skills while offering opportunities to further develop and learn new technologies.

Regards,

James “Jimmy” Williams