

James Williams III

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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; GPA: 3.8

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 programming in Unity, 3D Modeling in Maya, and Web Development with JavaScript, and Linear Algebra

- **Arcaniac:** 5-member group for 10-week project, October-December 2023, Lead programmer, 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, 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.
 - Ensured any code put into production was verified to be working and effective.
- **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 and created a navigational environment in unity combining all the assets.
 - Programmed moving elements in the stage to showcase all models created.
- **Test of Wills:** 4-member group for 10-week project, February-April 2022
 - Programmed player and enemy movement using vector math.
 - 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.
 - Contributed many miscellaneous tasks to keep the project moving smoothly, like bug fixes and documentation.
- Programmed multiple websites (including *Single Page Website*, *Pokémon API Website*, *Web Project Game*)
 - Made multiple websites across 10 weeks utilizing HTML, CSS, JavaScript, knowledge of API's and Box2d plugin.
 - Created website from scratch to utilize API database using JavaScript.

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