

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, 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

WORK EXPERIENCE

Workplace Employee Operations Intern - Bloomberg

May 2024 - August 2024

- 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 - Rochester Institute of Technology

November 2022 - Present

- Provide 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
 - Used physics and linear math functions to apply realistic driving physics to the game's toy car.
 - Utilized knowledge of graphics programming to create a movable camera that utilizes custom shader.
- Arcaniac:** 5-member group for 10-week project, October-December 2023, Lead programmer, scrum master
 - As a scrum master, used GitHub to assign tasks to group members and set deadlines to assist in the production pipeline.
 - Programmed a magic spell system with particle effects and procedural animation using C# in Unity.
- Peach's Castle from Super Mario 64:** 4-week solo project, November-December 2022
 - 3D modeled all assets and textures in Maya and programmed movement system and navigational environment in C# in Unity.
- Test of Wills:** 4-member group for 10-week project, February-April 2022
 - Created a player movement and collision detection system using MonoGame's XNA framework in C#.
 - Provided animation, sprites, music, and sound effects 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 3rd 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 Scholarship *August 2021 - Present*
- MLK Foundation Book Award *July 2021*
- The Diamond Foundation Inc. Kappa Alpha Psi Fraternity Inc. *July 2021*