

William B. Doyle

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QUALIFICATIONS

- Experience with ...
- Proficient in ...
- Strong ...
- Ability to...

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences

Rochester, NY

Bachelor of Science, Game Design and Development

Graduated May 2025

- Cumulative GPA: **3.8**
- Relevant Coursework: Rich Media Web App Development I & II (**JavaScript, HTML, CSS**), Intro to Game Web Tech (**JavaScript, HTML, CSS**), Game Development and Algebra Problem Solving I & II (**C#, C++**)

TECHNICAL SKILLS

Languages | JavaScript, C#, C++, HTML, CSS

Tools | GitHub, React, MongoDB, Unity, Visual Studio Code, Trello, Maya, Heroku, RESTful APIs, Unreal Engine

Operating Systems | Windows, macOS, iOS

SOFTWARE DEVELOPMENT EXPERIENCE

Air Force Research Laboratory

Rome, NY

Command and Control Systems Designer (Project Quartz) | VR Specialist

May 2023 – Dec 2023

- Supported the \$58M WARTECH Pathfinder program as part of a DoD team.
- Contributed to a four-person team developing mixed-reality planning tools for the U.S. AFRL.
- Focused on VR integration, controller input, and user interface design. (Using Unity and the Varjo XR3)
- Implemented iterative improvements based on USAF planner feedback.
- Deployed and demonstrated at Hurlburt Field, FL, presenting to Air Force and international officers.

SOFTWARE DEVELOPMENT PROJECT EXPERIENCE

Social Media Platform Prototype | Solo Developer

Apr 2025 – May 2025

- Developed a responsive full-stack web app designed to emulate the functionality of platforms like Twitter/X.
- Allows users to create accounts, sign in/out, post content, and follow other accounts.
- Built dynamic components with React and optimized the UI for speed and clarity.
- Integrated MongoDB for secure data handling and authentication.

Pokedex API Interface | Solo Developer

Feb 2025 – Mar 2025

- Created an interactive web app that modified data from a public Pokedex API using GET and POST methods.
- Wrote modular JavaScript for clean data handling, API communication, and error handling.
- Debugged and tested components for cross-browser performance and stability.

Hellen Highwater | Lead Sound Designer / Gameplay Programmer

Jan 2025 – May 2025

- Worked with a five-person team to create a 2D action-platformer in Unity.
- Specialized in the development of the game's sound effects, which were all created in ChipTone.
- Developed and iterated upon various interactive gameplay elements, such as collectables and obstacles.
- Gave several presentations about our game and gathered feedback from playtesting.