Weston J. Marshall

Portfolio	https://westonjmarshall.github.io/
Objective	**I am** a T shaped developer. I have a wide range of skills from my experiences and education, with strong interests in low level graphics, high level website and game design, and python scripting. However I have drilled down the strongest with C# and .Net, my favorite language and platform. I am looking to continue to expand my width on a variety of topics while also drilling down on and sharing my strong C# skills.
Education	**Bachelor of Science:** Game Design and Development **Bachelor of Science:** Applied Modern Languages and Culture, Japanese **University:** Rochester Institute of Technology, Rochester, New York **Graduation:** Spring 2021 with GPA of 3.89
Skills	**Web:** C# 10, .Net5.0 & .Net 6.0, Blazor, HTML5, CSS, JavaScript, Vue.JS, React **Games and Graphics:** Python, C++, C#, HLSL, DirectX, Unreal 4, Unity, MAYA **Productivity:** Source Control, Git, Agile Development, Jira, Photoshop
Work	**M&T Bank:** Software Developer **Dates:** July 2021 - Present **Description:** I currently work alongside a diverse team of software developers and bank business admins who support the general ledger mainframe and handle Oracle Hyperion databases and financial reporting. In my time I have developed automation tools for archiving, GitLab CI/CD pipelines that the entire team now uses, and fully led the creation of a web based services management page. I also played a role in the creation of the first annual M&T Hackathon as part of the design committee, as well as created coding challenges for incoming interns to complete.
	RIT Entrepreneurial Co-op: Engine Programmer **Dates:** January 2021 - June 2021 **Description:** Studied diligently and applied myself rigorously to both an OpenGL and a Vulkan based engine to create advanced topic tutorials for the RIT ATLAS project. I have developed and documented topics such as binary space partitioning trees as well as a shader and materials system for Vulkan.
Projects	**Hyperion Management Site:** A Blazor and .Net 6.0 web application that connects 104 M&T Bank financial planning and reporting servers together to provide a front end user interface for tasks, services, and server information and manipulation. Built over a 7 month period using agile methodologies and a custom built CI/CD GitLab pipeline with basic unit tests and validation included. I acted as the project lead and am the primary point of contact connected to the application.
	Dungeon Display: An intuitive RPG map making and map roleplaying app. Created in Unity and published on Steam as a passion project. Comes with full support for online multiplayer through code built off of the Steamworks and Facepunch APIs, allowing players to easily invite Steam friends to their games. Allows map makers to setup maps using any 2D assets they wish to import into the game, toggle functional pieces on the map, and place character and object tokens anywhere. Includes a shadow generation tool where map makers can quickly create both concave and convex shapes to cast shadows in their maps. Shadows update dynamically during play.
	Particle System with Cell Shading and Outline: A DirectX11 and HLSL based graphical exhibition in primarily C++. Designed custom compute shaders to handle particle data and updates, as well as custom texture map integration to change particle parameters within these shaders. Highly optimized and runs exceptionally well even with many thousands of particles running at a time. Produces normal and depth maps to be used for outlines, and runs lighting calculations for cell shading.