Weston Marshall

Portfolio	https://people.rit.edu/~wjm3824/portfolio/
Objective	My goal is to be a part of creating interesting and immersive games and digital media. My focus within the study of game design is tech art and tools design. Whether it's in a team project or my own passion projects, I always find myself having the most fun when I'm coding to make useful tools and ways to make a program run and look the best that it can. Right now I'm interested in an intership that will allow me to hone my skills in these fields and create truly stunning programs.
Education	Rochester Institute of Technology, Rochester, New York Primary Major: Game Design& Development, B.S Secondary Major: Applied Modern Languages and Culture, Japanese, B.S Expected Graduation: Spring 2021 GPA: 3.91
Skills	C# | C++ | Python | HTML | CSS | JavaScript Unity | Unreal Engine 4 | Photoshop | Maya | Substance Painter | Substance Designer Visual Studio 2019 | GitHub| Excel | ArcGISPro | Leaflet
Experience	Lucy's New York Style Pizzeria Chef / Driver June 2018 - August 2019 Worked under pressure to deal with customers and then toss, top, cook, box, and deliver their pizza while keeping a tight schedule to keep customers happy. Often stayed late to make sure everything was cleaned and organized for the next morning. Bristol Parks & Recreation Lifeguard June 2016 - August 2017 Dealt with unpredictable situations and documented incidences that occurred while on duty. Learned how to stay calm during intense situations and devise the best course of action quickly to keep all patrons safe.
Projects	Cosmic Clergy In this 2D platforming puzzle game you play as a dragon in space who is too fat to fly. He must launch himself through space to avoid evil clergy members and escape.As the architecture lead in a four man goup, I worked on the majority of the coding for the game. One example of my work in this project is a class that loads a text file and converts it to an in game map. This class will load in the specific type of tile and it's position in the world. What really makes the load class special is that it optimizes levels by taking blocks of similar tiles and consolidating them into one hitbox. As there are often thousands of tiles in a map, this is a requirement to have good performance. Quonk This is the passion project that I'm working hard on right now. It's inspired by many of the games I used to play as a kid, and I hope to employ the skills I've learned about tech art and game design into it. The game is about a child whose destined to be a servant of the gods. They are sent through a series of trials to determine their worth to the gods. This is a linear fantasy adventure game made with Unity. The player goes through worlds, completing a mini storyline through each one. They collect cards from defeating enemies using a real time card based magic battle system.