

Weston Marshall

Portfolio

<https://people.rit.edu/~wjm3824/portfolio/>

Objective

My goal is to take on an important role in the development of emerging and unique games and digital media. I focus on tools design, graphics programming, and optimizations, but also make sure to have a good grasp on a wide variety of programming and design concepts. I find myself feeling truly passionate about the work I've done when I can see what I'm working on run a little faster, make someones life just a bit easier, or have everything look better than it did the day before. I hope to continue to hone these skills and create truly next-level work.

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: 3.90

Skills

Exceptional: C# | C++ | Source Control | HTML | Javascript | CSS | Unreal | Unity
Proficient: Python | Photoshop | Excel | MAYA | Substance Painter

Projects

Dungeon Display
An intuitive RPG map making and map roleplaying app. Created in Unity and published on Steam. Comes with full support for online multiplayer through 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 as character tokens move.

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.

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.