

Will Montero

Game Developer/ Programmer

EDUCATION

Academy of Interactive Entertainment, Lafayette, LA — Associate's of Occupational Studies in Game Programming

Sept. 2021 to Dec. 2023

Expectations: Studied Game Programming while adhering to industry standard coding practices.

Development: Developed and tested gameplay mechanics, tools, and systems for various game projects.

Debugging/Troubleshooting: Experience in debugging, optimization, and problem-solving within a team environment.

Solid Foundation: Ability to adapt quickly to new technologies in game development.

PROJECTS

Equinox — Unreal Engine 4, June 2023

Contribution: AI Behavior Tree, Game Save, UI Programming, Environment Design

AI: Implemented AI behavior trees for enemy navigation and puzzle interactions using C++ and Blueprints

Save State: Designed a save system to persist player progress across sessions, enhancing the user experience

Releasing: Delivered a 3-level game that was released on [Itch.io](https://itch.io) and shared with peers at AIE's showcase, earning great feedback.

Frigid Peak — Unity Engine, Dec 2022

Contribution: UI Programming, Game Manager and Game Save, Intractable Tools, Environment Design

User Interface: Developed UI using Unity's TextMeshPro, implementing a dynamic timer and scoreboard, reducing draw calls.

Collaboration: Led a 3-member team, collaborated with 3 artists, and managed tasks via Trello, using Git to maintain version control.

Documentation: Maintained UML and design docs, ensuring SCRUM alignment.

EXPERIENCE

Walmart, Lafayette / Prairieville — Online Grocery Pickup: *Lead Associate*

Jan. 2019 to PRESENT

Leadership Skills: Took manager roles when in conditions where management wasn't accessible.

Multitasking and Time Management: Fulfilling multiple online orders under tight deadlines, satisfying metrics goals.

Communication: In moments to optimize efficiency within the workplace, I would create new standards and advise management on how to implement them.

Attention to Detail: Ensuring accurate order fulfillment aligns with the customer's grocery list.

Summary

Game Programming graduate with expertise in C++, C#, Unity, and Unreal Engine 5, skilled in developing AI, UI, and gameplay systems for game projects. Proven leadership in team-based development and strong problem-solving skills from high-pressure environments, and ready to contribute to your team.

SKILLS

PROGRAMMING LANGUAGES:

C++, C#, Python, JavaScript

DEVELOPER ENVIRONMENTS:

Unity, Unreal Engine 4 & 5, Visual Studio

TOOLS: Trello, Perforce, Git

Soft Skills: SCRUM

LANGUAGES

English (Fluent) and Spanish (Fluent)