

# Will Montero

Game Developer/ Programmer

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## EDUCATION

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

Sept. 2021 to Dec. 2023 graduated

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

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

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.

## 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, 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

## Summary

Game Programming graduate with expertise in C# with Unity, and C++ with 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, HTML, CSS

DEVELOPER ENVIRONMENTS:  
Unity, Unreal Engine 4 & 5, Visual Studio

TOOLS: Trello, Perforce, Git

Soft Skills: SCRUM, Strong Communication, Quick to Adapt

## LANGUAGES

English (Fluent) and Spanish (Fluent)

## CONTACT INFO

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Git:

<https://github.com/WillMon23>

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