William G. Montgomery

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OBJECTIVE   To obtain a full-time position as a game or interactive media developer.

EDUCATION   Rochester Institute of Technology, Rochester NY
Bachelor of Science, Game Design & Development expected May 2019
GPA 3.87/4.0
Dean's List Fall 2016 – Current

SKILLS   Languages and API's: C#, C++, React.js, HTML/CSS/JS, Python, Java
Software: Unity Engine, Unreal Engine, Visual Studio, Adobe Suite

PROJECTS

Project Colossus VR   Spring 2018 (Ongoing)
- A 1 v 2 local multiplayer VR game where one player plays in VR as a giant robot and two others play against them with controllers as soldiers.
- Made in Unity with an HTC Vive
- Worked with a student team where I stood as lead VR developer as well as the sole audio engineer.

Bar Ain't Big Enough   Fall 2017
- A 4-player local multiplayer western bar brawling game made with Unity.
- Made on a student team where I implemented controller functionality, audio, environment art, and item mechanics

3D Game Engine   Spring 2017
- Developed my own C++ & OpenGL engine as well as a first-person target shooting game with it.

RIT Game Jam   Fall 2015
- Led development for a 2D platformer in three days on an all-freshmen team and earned 2nd place.

EXPERIENCE

Target   June-August 2018
React.js Frontend Intern
- Created a help center single page application from scratch to guide business oriented users of a large scale internal site.
- Requested and onboarded a second frontend intern to the project and delegated them tasks appropriately.

Target   June-August 2017
LAN Engineering Intern   Minneapolis, MN
- Created a visual tool to interpret data from network hardware in Target stores.
- The tool is currently deployed to specific internal Target teams as well as technicians maintaining store hardware.

SalesChain LLC   July-August 2016
Web Developer   Waterbury, CT

ACTIVITIES
- Active member of RIT's eSports club.
- Announcer/"Caster" for RIT Rocket League live team competitions.