



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	<u>Project Colossus VR</u>	Spring 2018 (Ongoing)
	<ul style="list-style-type: none">• 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.	
	<u>Bar Ain't Big Enough</u>	Fall 2017
	<ul style="list-style-type: none">• 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	
	<u>3D Game Engine</u>	Spring 2017
	<ul style="list-style-type: none">• Developed my own C++ & OpenGL engine as well as a first-person target shooting game with it.	
	<u>RIT Game Jam</u>	Fall 2015
	<ul style="list-style-type: none">• Led development for a 2D platformer in three days on an all-freshmen team and earned 2nd place.	
EXPERIENCE	<u>Target</u>	June-August 2018
	React.js Frontend Intern	
	<ul style="list-style-type: none">• 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.	
	<u>Target</u>	June-August 2017
	LAN Engineering Intern	Minneapolis, MN
	<ul style="list-style-type: none">• 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.	
	<u>SalesChain LLC</u>	July-August 2016
	Web Developer	Waterbury, CT
ACTIVITIES	<ul style="list-style-type: none">• Active member of the RIT eSports casting team.• Team member for a Rocket League intramural group.	