



William G. Montgomery

willgmontgomery@gmail.com

203-525-8889

<https://willmonty.github.io>

www.linkedin.com/in/will-montgomery/

OBJECTIVE

To obtain a cooperative education 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 3.85/4.0

Dean's List Fall 2016 – Current

SKILLS

Languages and API's: C#, C++, HTML/CSS/JS, JQuery, Python, Java

Software: Unity Engine, Visual Studio

PROJECTS

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.

Beatbox Battle Armageddon (Fall 2017)

- A local 2 player competitive rhythm game made with Unity.
- Made with a student team in under 3 weeks where I created mechanics to sync the beat to input as well as all audio assets.

3D Game Engine (Spring 2017)

- Made my own C++/OpenGL engine and first-person target game with it.

RIT Game Jam

Fall 2015

- Led development for a full 2D platformer in 3 days on an all-freshman team and earned 2nd place.

EXPERIENCE

Target

June-August 2017

LAN Engineering Intern

Minneapolis, MN

SalesChain LLC

July-August 2016

Web Development Intern

Waterbury, CT

ACTIVITIES

- Participated in 3 service trips to aid families affected by Hurricane Sandy.