

William G. Montgomery

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OBJECTIVE

To obtain a cooperative education position as a game or interactive media programmer.

EDUCATION

Rochester Institute of Technology, Rochester NY

Bachelor of Science, Game Design & Development expected May 2019

GPA 3.8/4.0

Dean's List Fall 2016 – Current

SKILLS

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

Software: Visual Studio, Unity Engine, Photoshop

EXPERIENCE

Target

June-August 2017

LAN Engineering Intern

Minneapolis, MN

- Created a responsive front end for a visual tool to display the status of Target network hardware.
- Worked with a Django web framework in Python for the back end.

SalesChain LLC

July-August 2016

Web Development Intern

Waterbury, CT

- Designed and implemented over a dozen fleshed out HTML5 pages.

PROJECTS

3D Game Engine

Spring 2017

- Made a simple target shooting game on my own OpenGL engine

RIT Game Jam

Fall 2015

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

ACTIVITIES

- Self-taught beatboxing skills over the course of 7 years
- Participated in 3 service trips to aid families affected by Hurricane Sandy