



William G. Montgomery

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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, Adobe Suite, Unreal Engine

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 on 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

<u>Target</u>	June-August 2017
<i>LAN Engineering Intern</i>	Minneapolis, MN
<u>SalesChain LLC</u>	July-August 2016
<i>Web Development Intern</i>	Waterbury, CT

ACTIVITIES

- Participated in 3 service trips to aid families affected by Hurricane Sandy.
- Current captain of one of the RIT eSports Rocket League teams.