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 3.87/4.0

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 as a giant robot in VR and two others play with controllers as resistance fighters.
- Made in Unity using 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

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

RIT Game Jam   Fall 2015

- Led development for a 2D platform in three days on an all-freshmen team and earned 2nd place.

EXPERIENCE   Target   June-August 2018

React.js Frontend Intern

Target   June-August 2017

LAN Engineering Intern   Minneapolis, MN

SalesChain LLC   July-August 2016

Web Development   Waterbury, CT

ACTIVITIES
- Earned 2nd place as a lead programmer at a 3 day 2015 RIT Game Jam.
- Current captain of one of the RIT eSports Rocket League teams.