



William G. Montgomery

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OBJECTIVE	To obtain a full-time position as a game audio designer/developer and composer.	
EDUCATION	Rochester Institute of Technology, Rochester NY Bachelor of Science, Game Design & Development (May 2019) GPA 3.89/4.0 Dean's List Fall 2016 – Spring 2019	
SKILLS	Languages and API's: C#, C++, React.js, HTML/CSS/JS, Python, Java Software: Unity Engine, Unreal Engine, Visual Studio, FL Studio, Adobe Suite	
PROJECTS	<u>Project Colossus VR</u> Spring 2018	<ul style="list-style-type: none">• A local multiplayer Virtual Reality game where one player plays in a headset as a giant robot while two others play against them with controllers as soldiers.• Create in Unity using an HTC Vive and SteamVR• Worked with a student team where I stood as lead VR developer as well as the sole audio engineer.• Presented the game at two public RIT exhibitions ("Imagine RIT" 2018 & 2019)
	<u>Music Composition for Short Film</u> Fall 2019	<ul style="list-style-type: none">• Created all sounds and music for an experimental short film• Mixed and mastered the score to the animator's tastes
	<u>"Apollo" @ RIT "Brickhack"</u> Winter 2019	<ul style="list-style-type: none">• Created the front end for "Apollo", a code tutorial live transcription website, over the course of 24 hours.• The project was awarded "Most Commercially Viable" at the hackathon.
	<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 an all-freshmen team• Earned 2nd place at the end of the three day "jam".
EXPERIENCE	<u>Target</u> June-August 2018	
	React.js Frontend Intern <i>Minneapolis, MN</i>	<ul style="list-style-type: none">• Created a single page help center application from scratch to guide business-oriented users around a large-scale internal site.• Onboarded a second frontend intern to the project and delegated them tasks appropriately.
	<u>Target</u> June-August 2017	
	LAN Engineering Intern <i>Minneapolis, MN</i>	<ul style="list-style-type: none">• Created a front end tool to interpret data from network hardware nationwide in Target stores.• The tool is currently deployed to specific internal Target teams as well as technicians maintaining store hardware.
ACTIVITIES	<ul style="list-style-type: none">• Founding member of RIT's eSports club• Announcer/"Caster" for RIT Rocket League live team competitions.• DJ, producer, and curator of electronic music.	