



# William G. Montgomery

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OBJECTIVE	To obtain a full-time 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 3.89/4.0 Dean's List Fall 2016 – Current
SKILLS	<b>Languages and API's:</b> C#, C++, React.js, HTML/CSS/JS, Python, Java <b>Software:</b> Unity Engine, Unreal Engine, Visual Studio, FL Studio, Adobe Suite
PROJECTS	<p><u>Project Colossus VR</u> Spring 2018 (Ongoing)</p> <ul style="list-style-type: none"><li>• 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.</li><li>• Create in Unity using an HTC Vive and SteamVR</li><li>• Worked with a student team where I stood as lead VR developer as well as the sole audio engineer.</li></ul> <p><u>Music Composition for "Contain"</u> Fall 2019</p> <ul style="list-style-type: none"><li>• Created all sounds and music for an experimental short film</li><li>• Mixed and mastered the score to the project's guidelines</li></ul> <p><u>"Apollo" @ RIT "Brickhack"</u> Winter 2019</p> <ul style="list-style-type: none"><li>• Created the front end for "Apollo", a code tutorial live transcription website, over the course of 24 hours.</li><li>• The project was awarded "Most Commercially Viable" at the hackathon.</li></ul> <p><u>Bar Ain't Big Enough</u> Fall 2017</p> <ul style="list-style-type: none"><li>• A 4-player local multiplayer western bar brawling game made with Unity.</li><li>• Made on a student team where I implemented controller functionality, audio, environment art, and item mechanics.</li></ul> <p><u>3D Game Engine</u> Spring 2017</p> <ul style="list-style-type: none"><li>• Developed my own C++/OpenGL engine as well as a first-person target shooting game with it.</li></ul> <p><u>RIT Game Jam</u> Fall 2015</p> <ul style="list-style-type: none"><li>• Led development for a 2D platformer an all-freshmen team</li><li>• Earned 2<sup>nd</sup> place at the end of the three day "jam".</li></ul>
EXPERIENCE	<p><u>Target</u> June-August 2018 React.js Frontend Intern <i>Minneapolis, MN</i></p> <ul style="list-style-type: none"><li>• Created a single page help center application from scratch to guide business-oriented users around a large-scale internal site.</li><li>• Onboarded a second frontend intern to the project and delegated them tasks appropriately.</li></ul> <p><u>Target</u> June-August 2017 LAN Engineering Intern <i>Minneapolis, MN</i></p> <ul style="list-style-type: none"><li>• Created a front end tool to interpret data from network hardware nationwide in Target stores.</li><li>• The tool is currently deployed to specific internal Target teams as well as technicians maintaining store hardware.</li></ul>
ACTIVITIES	<ul style="list-style-type: none"><li>• Active member of RIT's Esports club.</li><li>• Announcer/"Caster" for RIT Rocket League live team competitions.</li><li>• DJ, producer, and curator of electronic music.</li></ul>