Will Frank

+1 (650) 274-6597 • wsf8177@rit.edu • https://www.linkedin.com/in/will-shihao-frank • https://willrit.github.io

OBJECTIVE   Seeking a Game/Software Development internship using skills in C#, GDScript, and Javascript. Available summer 2025.

EDUCATION   **Rochester Institute of Technology**   **Rochester, NY**
Bachelor of Science, Game Design and Development   *Anticipated Graduation May 2027*

- Recipient of the Presidential Scholarship
- Awarded Dean's List Fall 2023
- GPA: 3.3

Relevant Coursework: Data Structures and Algorithms, Web Technology for Games, Interactive Media Design, 2D/3D Animation and Asset Production, Real Time Simulations for Games, Experience Design

SKILLS   **Technical Skills:** Visual scripting, .NET SDKs, Godot, Unity, Bootstrap, Unreal, Sass, Jekyll
Programming Languages: C#, JavaScript, HTML/CSS, Python, Ruby
Operating Systems: MacOS, Windows

PROJECTS   Delivery Dan and The Wizard Man   **7/24**

- Developed action platforming game for Pirate Jam 14 with two full levels, a boss fight, opening cinematic, and grappling hook mechanics, utilizing GDScript.
- Managed a team of 4 across time zones, pair programming and problem-solving with teammates.
- Improved communication and project management skills, leveraging Trello and Miro.
- Designed one day of business with win and loss thresholds for final build of game.

Five Minute Blacksmith   **6/24**

- Developed a fast-paced idle game for HoloJam 4, as a two week solo project.
- Acted as programmer, artist, animator, and UI/UX designer.
- Conducted independent learning of Godot and GDScript in a short period of time, navigating online documentation and resources.
- Ranked in the top 20 out of 36 Jam Submissions.

EXPERIENCE   **Global Career Accelerator - Publicis Sapient Project**   **6/24-7/24**

- Developed User Research and basic Product Management skills.
- Designed appealing layout and
- Designed a website prototype for client using Bootstrap and JavaScript in under a week.

Instructor & Curriculum Developer   **4/22 - 5/23**

- Developed and taught a 2-week elective high school course, Creative Worldbuilding for Storytelling.
- Facilitated feedback sessions and constructive criticism circles for students.
- Trained a Teaching Assistant to continue the class after graduation.

Freelance Illustrator   **5/17 - Present**

- Self taught skills such as Color Theory, Dynamic Sketching, and Composition
- Designed Stickers, Prints, and Keychains to be sold at fan conventions