WILLIAM BOWDEN

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SUMMARY

I am currently a Game Design & Development major, enrolled in my Junior year at RIT (*Rochester Institute of Technology*.) I like to think of myself as a diligent, hard-working individual with a desire to learn and keep up with modern and innovative technology.

SKILLS

Proficiency in:

- · Programming Languages:
 - Java
 - C#
- · Web:
 - HTML
 - CSS
 - JavaScript
- · Software:
 - Unity3D
 - Blender
 - Maya

Working Knowledge of:

• Unreal Engine

EXPERIENCE

Work Experience:

07/17 - Present	Merchandising Specialist, Best Buy
05/13 - 09/14	Restaurant Supervisor, Palace Entertainment's - Splish Splash
05/11 - 09/12	Cabana Lead, Palace Entertainment's - Splish Splash

Game Development:

Please See <u>Portfolio</u>

EDUCATION

2017 - Present	One semester completed – Game Design & Development Major, Rochester Institute of Technology
2016 – 2017	Two semesters completed - Computer Science Major, Rochester Institute of Technology