WILLIAM BOWDEN

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SUMMARY

I am currently a Computer Science major, enrolled in my Sophomore 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 with:

- Programming Languages:
 - Java
 - C#
- · Markup:
 - HTML
- Software:
 - Unity
 - Blender

Working Knowledge of:

- Unreal Engine
- CSS
- Git

EXPERIENCE

05/10 - 09/10 Cabana Server, Palace Enterta	ainment's - Splish Splash
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In charge of food service for the VIP customers that rent out private cabanas for the day.

05/11 - 09/12 Cabana Lead, Palace Entertainment's - Splish Splash

While still in charge of serving food to VIP customers, I also took charge as the leader of the other servers. Going as far as to creating daily schedules and enforcing department routines, as well as coming to the assistance of any disgruntled and or upset customers.

05/13 - 09/14 **Restaurant Supervisor**, Palace Entertainment's - *Splish Splash*

I would perform daily scheduling for cabana servers as well as the restaurant cashiers and cooks, take place in handling of the cash register banks, as well as coming to the assistance of any disgruntled and or upset customers.

Game Development:

• Individually completed a few small-scale games within the Unity engine, yet nothing large enough to launch.

EDUCATION

2013-2016	Six semesters completed - Accounting Major/Computer Science, Suffolk County Community College
2016-2017	One semester completed - Computer Science Major, Rochester Institute of Technology