# William Jeon

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## Objective

Imaginative, highly analytical, and team-minded person. Fluent in Unity and Unreal Engine 4. I am looking to secure an internship position as a game designer, game developer, or software engineer.

## EDUCATION

**Rochester Institute of Technology, New York**    **Expected Graduation – May 2024**

Major: *Bachelor of Science in Game Design and Development*    GPA: 3.52/4.00

### Notable Coursework

Interactive Media Development (C#), Level Design, Data Structures & Algorithms Games & Simulations II(C++), Game Design and Development II, Project Management

## EXPERIENCE

**iDTech Summer Camps — Camp Instructor**    **Jun 2022 – Aug 2022**

- Responsibilities include, but are not limited to, explaining coding concepts to students from the age of 10 to 17
- Knowledge of teaching material such as Unity with virtual reality and Unreal Engine 4
- Ability to lead and also be a role model to students

**Edel's Liquor Ltd — Stock Clerk**    **May 2021 – Aug 2021**

- Provided customer service giving assistance to customers in finding their desired product
- Kept a check on inventory for any types of liquor that needed to be restocked or put on for an order, making sure that there was always a full shelf for the customer to pick from

## PROJECTS

**Gate Crash (Passion Project),** Unity    **Jan 2023 - Present**

- Creating a 3D, top-down, shooter in its early stages
- Completed basic movement and character interactions
- Designing the UI where stats, items, and skills are shown to the character

**Lights Out(Academic Group Project),** Unity    **Nov 2022 - Dec 2022**

- Created a 3D, top-down shoot-em-up
- Implemented player input system, movement, and animations
- Setup basic UI for the main menu, pause, and death screen

**Karnissa's Castle(Academic Group Project),** Unity    **Oct 2022 - Nov 2022**

- Created a 3D, top-down fantasy puzzle solver
- Implemented player input system, movement, and animations
- Negotiated on what is possible within the given time limit

**The Great War(Academic Group Project),** Tabletop    **Sept 2022**

- Created a turn-based strategy tabletop game
- Co-wrote the rules, action cards, and enemies
- Communicated and received feedback from playtesters

## SKILLS & INTERESTS

**Technical:** C#, C++, HTML/CSS/JavaScript
**Computer:** Photoshop CC, Maya, Unity, Unreal Engine 4
**Interests:** Listening To Music, Reading, Drawing, Cello, Coding, Gaming, Watching TV/Movies