

# William Jeon

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## Objective

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Imaginative, highly analytical, and team-minded person. I am seeking an internship as a game developer, game designer, or technical artist.

## EDUCATION

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**Rochester Institute of Technology, New York**

**Expected Graduation – May 2024**

Major: *Bachelor of Science in Game Design and Development*

GPA: 3.59/4.00

### Notable Coursework

Interactive Media Development (C#), Level Design, Data Structures & Algorithms Games & Simulations II(C++), IGM Production Studio, Project Management, Foundation of Game Graphics Programming

## EXPERIENCE

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**Changeling VR — Technical Artist**

**May 2023 – Aug 2023**

- Designed and implemented captivating visual effects and shaders across multiple levels
- Optimized model polygons resulting in a 300% increase in frame rate, providing a smoother experience
- Collaborated with cross-functional teams to provide a more surreal experience

**iDTech Summer Camps — Camp Instructor**

**Jun 2022 – Aug 2022**

- Explained coding concepts to students from the ages of 10 to 17
- Knowledge of teaching material such as Unity with virtual reality and Unreal Engine 4
- Guided students through their projects from concept to completion

## PROJECTS

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**Ninjas on Trampolines (Academic Group Project) - Unity**

**Sep 2023 - Present**

- Developed a color filter to support players with color blindness, enhancing accessibility in the game
- Created basic visual effects to amplify in-game actions and user engagement
- Utilized a paint shader similar to Splatoon and adjusted it to fit the game's vision

**Helpless (Group Game Jame) - Unity**

**February 2023**

- Developed and integrated fundamental AI behavior
- Configured basic shaders for the liquid and varying color schemes for the non-playable characters
- Integrated basic animations for non-playable characters, enhancing the experience within the game

**Doodle Day (Group Game Jam) - Unity**

**Nov 2023**

- Secured third in the game jam
- Developed a CRT shader to replicate the visual aesthetics of old computer monitors
- Designed a randomized shader for diverse planet patterns, enhancing visual variety in the game

**Icarus (Academic Group Project) - Unity VR**

**Jan 2023 - April 2023**

- Developed a virtual reality archery and pistol shooter minigame
- Implemented a range of visual effects such as particles, trails, animations, and scene transitions
- Collaborated closely with playtesters to gather feedback to improve the gameplay experience

## SKILLS & INTERESTS

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**Technical:** C#, C++, HTML/CSS/JavaScript, Typescript, Bulma CSS, HLSL, DirectX, OpenGL

**Computer:** Photoshop CC, Blender, Unity, Unreal Engine, Figma, Axure RP

**Interests:** Listening To Music, Reading, Drawing, Cello, Coding, Gaming, Watching TV/Movies