Will Altman

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Education

The Ohio State University, Columbus, Ohio   *Class of 2023*
Major: Computer Science and Engineering
GPA: 3.80/4.00, Dean's List
Languages: Luau, C, C#, x86-64 Assembly, MIPS, Python, SQL, Java, JavaScript

Work Experience

Prizm Games   *2022 - Present*
Founder
- Founded a Roblox based game development studio and released the commercial title *MODERN MEDICINE*, which has reached **over 1,000,000 play sessions** and **400,000+ unique players**.
- Led and managed a multidisciplinary team over a two year development process. Ran weekly meetings, created and maintained development schedules, assisted with blockers.
- Bridged the gap between programming, art, and level design by helping team members acquire unfamiliar skills and ensuring their work was compatible with the codebase.
- Designed and optimized proprietary world generation algorithms, combining Perlin Worm Tunneling and hierarchical recursive procedural generation, reducing load times by 73% while increasing complexity.
- Developed efficient and realistic AI systems supporting 70+ simultaneous agents, utilizing a mix of behavior trees and finite state machines, pathfinding, animation controls, and real-time player interactions, all optimized for performance.
- Designed and developed proprietary systems, including multiplayer infrastructure, player systems, gameplay logic, level design tools, and backend systems for player data, analytics, and in-game purchases, ensuring smooth, scalable, and engaging multiplayer experience.
- Led playtests to refine the game's direction during development and leveraged analytics alongside player feedback to continuously improve gameplay, balance features, and optimize performance post-launch.

Infoverity   *2022, 2023*
Software Engineering Intern
- Independently managed a JavaScript project designed to connect and sync issues between separate Jira instances.
- Researched, prototyped, and presented different APIs, architectural designs, security concerns, progress, blockers, and future goals in weekly scrum meetings with project stakeholders.

Leonardo DRS   *2021*
Software Engineering Intern
- Developed a multithreaded Java Swing application utilizing XML, sorting algorithms, regex, and object oriented design principles to recursively parse file directories and files for classified information utilizing keywords and allowed the user to perform file operations on specified keyword groupings.

Projects

WebGL Graphics Engine
- Built a browser-based 3D graphics engine that implements the complete rendering pipeline, supporting real-time 3D transformations (rotation, translation, and scaling), texture mapping, environment cube mapping, and dynamic lighting
- The engine algorithmically generates primitives such as spheres, cylinders, and cubes, calculating vertex positions, colors, normals (for lighting), and texture coordinates
- Implements reflective surfaces using environment cube mapping and utilizes Phong shading for realistic lighting effects.