

william geddes

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+ skills

CODE: CSS3, HTML5, JavaScript, C#

SOFTWARE: Unity Engine, HootSuite, Autodesk Maya, Adobe Photoshop, Microsoft Office Suite, Microsoft Visual Studio

PERSONAL: Ability to Work Under Pressure, Adaptability, Conflict Resolution, Communication, Teamwork, Organization, Decision Making

+ projects

Dawn After Darkness Current
Gameplay Designer for a team developing an analog civilization resource management board game.
Produced physical prototype and narrative design/them of analog elements.

www.ArsGothicus.com Jan 2017
Passion project developed to help automate the quality assurance and balance of a friend's tabletop RPG.
Self-taught JavaScript and web hosting with Amazon AWS to complete.
Taught developer-client communication when developing an application.

Moon Miner May 2016
Leader of a group of four, developing a small infinite runner game in C# using the MonoGame engine.
Established meetings, set deadlines and expectations.
Developed scoring systems that interact with others' code to scale obstacle frequency/game speed and save it to external files.

Batteries Not Included Current
User Interface Designer for a small pseudo-game interface project.
Tasked with designing the interface for a point-and-click mystery game.

+ activities

RIT eSports Club · Community Manager Jan 2017 to Current
Community Manager, running a small team of moderators on various platforms.
Facilitate the smooth operation of a 200+ member discord community, subreddit, twitch channel
and social media accounts in addition to thousands of students on campus.
Serve as the first point of contact with outside institutions.

Blacksmith's Guild of the Potomac · Novice Sep 2013 to Current
Preserving the tradition of middle-age to industrial era blacksmithing.

Extended Unnamed Tabletop Game Quality Assurance Test Sep 2016 to Current
Working member of an extended playtest of an in-development game mechanic system.
Responsible for finding ways in which the balance can be tweaked to ensure fun.

+ employment

Food Lion LLC Haymarket, Virginia
Service Lead
Jan 2014 to Aug 2015
Leader of Customer Service on the front end of a Food Lion grocery store.
Hired as a cashier, but quickly promoted to highest position legally attainable at the time.
Began training other employees within a month of hiring.

Splashdown Waterpark Manassas, Virginia
Lifeguard
Jun 2013 to Sep 2013
Followed rigorous protocol with no room for errors.
Served as the face of the park to its Guests.
Maintained park sanitation.

+ education

Rochester Institute of Technology
Bachelor of Science Game Design and Development
August 2015 - May 2019