

Jamal Williams

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EXPERIENCE

Dungeon Realms

Oct 2021 - Mar 2022 (6 months)

Jr. Developer

- A six-month position as a Jr. Game Developer for a small Minecraft server development team.
- Designed, developed, and deployed an objective UI that tracks players mission progress and distance from key locations.
- Implemented numerous Quality-of-Life (QoL) changes to game mechanics, driven by community insights.

PROJECTS

Boogaverse

<https://github.com/jamalvw/boogaverse>

Twitter-like social media application

- Developed using JavaScript/TypeScript, React.js, and Firebase.
- Designed, developed, and deployed in a two-week timeframe, showcasing adaptability in utilizing unfamiliar technologies.

DUELCORD

<https://github.com/jamalvw/duelcord>

Discord-based battle game

- Developed using Java, MongoDB and Discord API.
- Collaborated with local developers and designers to successfully deliver a captivating game

OSU4J

<https://github.com/jamalvw/osu4j>

Osu API wrapper for Java

- Allows developers to easily integrate the game's data into their own projects.
- Managed the project's GitHub forks and issues to ensure a positive developer experience

LEADERSHIP EXPERIENCE

- Officer of the Colonial Forge High School Programming Club
- Helped organize and run events for the Colonial Forge High School eSports Club
- Project Leader for several group Programming projects throughout high school

SKILLS & LANGUAGES

HTML, CSS, JavaScript, TypeScript, Java, Node.js, React.js, Express.js, Spring, Bootstrap, Git, MongoDB, SQL, Firebase