

# Rhys Gilliam

Chapel Hill, NC

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## Education

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The University of North Carolina at Chapel Hill

**Major/Minors:** Computer Science with minors in Music and History

**Expected Graduation Date:** Spring 2025

**GPA:** 3.472

**Honors and Awards:** Dean's List, 2024 Foreign Language and Area Studies Fellowship

**Relevant Coursework:** Data Structures and Analysis, Software Engineering, Systems Programming, Computer Organization, Files and Databases, Mobile Computing, Storytelling and Game Development, Game Design, Scoring Films and Video Games

## Skills

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**Technical Skills:** C, C#, C++, Java, TypeScript, Python, Unity, Unreal, Vim, Angular, RxJS, Docker, DevContainers

**Creative Skills:** game design, music arrangement and composition, MuseScore, Ableton Live, Logic

**Soft Skills:** agile development, teambuilding, written and oral communication, creative and analytical problem solving

**Languages:** English (native speaker), Japanese (N3), German (C1)

## Experience

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July 2024 - Present

**Community Manager**, Carolina Housing

- Managing and training a staff of 16 Resident Advisors and 15 Office Assistants to smoothly run a secure, inclusive, and supportive campus living experience for a community of around 600 residents
- Maintaining comprehensive Microsoft Excel reports on budgets, keys, work schedules, etc.

July 2022 - May 2024

**Resident Advisor**, Carolina Housing

- Advised and provided resources for 40 residents living in on-campus housing at UNC-Chapel Hill
- Attended diverse and intensive training on topics like fire safety, customer service, mental health crises, and teamwork

October 2021 - February 2022

**Music Director** for *The Long Way Around*, Company Carolina

- Arranged and directed music for *The Long Way Around*, an original student-written musical produced by Company Carolina with music from The Chicks
- Worked with the co-director, musicians, and actors to perform live music for a staged reading

## Activities

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August 2022 - Present

**Treasurer and Lead Technical/Creative Officer**, UNC Game Development Club

- Leading workshops on aspects of game development such as design, music, programming, and specific tools such as Unity or Godot
- Organizing and participating in various Game Jams, some exclusively for UNC students and some for students from across the country (for example, the 2022 NC Collegiate Game Jam: <https://itch.io/jam/2022-nc-game-jam>)