

# Rhys Gilliam

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## Education

### The University of North Carolina at Chapel Hill

May 2025

*B.A. in Computer Science; minors in Music and History | 3.46 GPA*

**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 for Films and Video Games

## Skills

**Programming Languages:** Python, Java, TypeScript, C#, C, SQL, HTML

**Tools and Frameworks:** Unity, Unreal, Git, Vim, Angular, RxJS, Docker, Kubernetes

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

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

## Projects

### Game Jam Games, UNC Game Development Club

- Worked either solo or with a team to develop fully functional video games within tight timeframes, utilizing communication and problem solving skills as well as technical skills in Unity and C# to be placed in the top 3 for multiple Game Jam competitions
- See all of my projects, such as *Limitless Limits* and *The Werewolf of Wall Street*, at [rhysgilliam.github.io/portfolio-site](https://rhysgilliam.github.io/portfolio-site)

## Technical Experience

### Lead Technical/Creative Officer, UNC Game Development Club

August 2022 - Present

- Leading workshops for an average of 20 attendees per week on aspects of game development such as design, music, programming, and specific tools such as Unity or Git
- Organizing and participating in various Game Jams, either working solo or collaborating with teammates

### CSXL Software Engineering Intern, UNC Computer Science Experience Labs

August 2023 - December 2023

- Worked with a team to develop a full-stack "friend management" system addition to the CSXL web app to enhance collaboration among students using Angular, FastAPI, Docker, Python, and deployed with Kubernetes
- Spearheaded database architecture and API routing using Agile development methodology resulting in 90% approval from stakeholders (measured by satisfaction surveys)

## Professional Experience

### Community Manager, Carolina Housing

July 2024 - Present

- Managing and training a staff of 16 Resident Advisors and 9 Office Assistants to smoothly run a secure, inclusive, and supportive campus living experience for a community of around 600 residents
- Maintaining the StarRez software system to manage records and communicate with residents as well as training staff to appropriately and efficiently use the software

### Resident Advisor, Carolina Housing

July 2022 - May 2024

- 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

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

October 2021 - February 2022

- 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