

William Smith

Tiverton, RI | smithwm210@gmail.com | (774) 991-5477 | [LinkedIn](#) | [Portfolio](#)

Professional Summary

Conscientious and eager college student looking for experience in Game Programming/Design.

Skills and Additional Information

- Completed 3 games, seen in my [portfolio](#)
- Proficient with Unity, C#, C, C++, Java, Twine, Git and GitHub, Microsoft Office
- Familiarity with Godot, Python, Lua, GameMaker, Houdini, Arduino, Racket
- IGDA WPI Game Jam winner (~30 total participants)
- Manages and consistently uploads to a gaming [YouTube channel](#) for over 6 years
- Video game speedrunner: Super Mario Wonder, Super Mario Maker 2, Super Mario Bros
- Led a class [project](#) working with the US Forest Service to develop lesson plans for students in New Hampshire
- Communicative, meticulous, persistent, willing to learn, excited about games
- National Honors Society member
- Former football (9 yrs), lacrosse (6 yrs), and basketball player (10 yrs)

Education

Worcester Polytechnic Institute – Worcester, MA

Class of 2025

Pursuing Bachelor's Degree in Interactive Media and Game Development

GPA: 3.83

Relevant Courses:

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| • The Game Development Process | • Systems Programming Concepts |
| • Storytelling In Interactive Media And Games | • Algorithms |
| • Writing Characters for Interactive Media And Games | • Introduction To Machine Organization And Assembly Language |
| • Innovation Through Making | • Operating Systems |
| • Introduction To Program Design | • Introduction To Electrical And Computer Engineering |
| • Object-Oriented Design Concepts | |

Work Experience

Assembly Engineer – RI Packing & Insulation

July 2019 – August 2023

- Operated a hand press to produce gasket kits
- Moved and packed boxes for shipment
- Landscaped, painted, installed cameras

Tech Volunteer – Stone Coast Community Church

April 2016 – Present

- Operated projector to display slides
- Audio and video technician for live broadcasts
- Set up and took down equipment for each service