William Smith

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Professional Summary____

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

Skills and Additional Information

- Completed 5 games, seen in my portfolio
- Programming Languages: C#, C, C++, Java, JavaScript, Typescript, CSS
- Software Tools: Unity, Git, Github, Twine, Jira, Trello, Microsoft Office
- Familiarity with Godot, Lua, Python, GameMaker, Houdini, Arduino, Racket
- IGDA WPI Game Jam winner (~30 total participants)
- Manages and consistently uploads to a gaming <u>YouTube channel</u> for over 6 years
- Video game speedrunner: Super Mario Wonder, Super Mario Maker 2, Super Mario Bros
- Project Manager on Software Engineering project in collaboration with Brigham & Women's Hospital
- Led a class <u>project</u> 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

B.S. in Interactive Media and Game Development

Relevant Coursework:

- The Game Development Process
- Storytelling In Interactive Media And Games
- Writing Characters for Interactive Media And Games
- Digital Game Design
- Object-Oriented Design Concepts
- Systems Programming Concepts
- Operating Systems
- Algorithms
- Software Engineering

_Work Experience_____

Tech Volunteer - Stone Coast Community Church

April 2016 – Present

Class of 2025

GPA: 3.84

- Operating projector to display slides
- Audio and video technician for live broadcasts
- Setting up and taking down equipment for each service

Assembly Engineer – RI Packing & Insulation

Summer 2019 – Summer 2023

- Operating a hand press to produce gasket kits
- Moving and packing boxes for shipment
- Landscaping, painting, installing cameras