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, Photoshop, 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 YouTube channel 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 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

B.S. in Interactive Media and Game Development   GPA: 3.86

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
- 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