Walter B. Hill III
Bowie, MD | (240) 604-2027
walterh24@gmail.com

Education
Studied abroad at Champlain College Montreal Campus - Fall 2018

Champlain College, Burlington, VT - Bachelor of Science Degree in Computer Science

- Expected Graduation Date – May 2020
- Dean's List - Fall 2016 – Spring 2018, Spring 2019
- Faculty Choice Award – Computer Science - 2017-2018 Year
- GPA: 3.8

Skills

- C++/ C#/Python/Bash/MySQL/HTML/JavaScript/CSS
- Unity/GameMaker Studio experience
- Game Programming Patterns – Game Loop, Update, Singleton, Observer, Object Pool
- Leadership - Global Game Jam Site Organizer 2018 - 2019
    - Advertised & held kickoff event, moderated final presentations

Projects

- Reboot – Production 2, Spring 2019 – Unity/C#
    - Lead gameplay programmer on team of 11, with 2 programmers
        - Player movement, win state, animation, build master
    - Developed through concept, prototype, pitch, scaling up, full production
    - Champlain Games Festival 2019 exhibitor
- Exiled – Advanced Seminar, Fall 2018 – Unity/C#
    - Implemented enemy AI – patrol, chase
    - Solo project from design to polish to trailer to release
    - Weekly iteration and feedback
- Final Crusade – Summer Project 2018 - C++/SDL2
    - Top down shooter - Controller support, Object Pool pattern for bullets
    - Built upon knowledge from Game Architecture course
    - Managed production timeline, wrote design doc
- GitHub Page https://github.com/walthill
- Personal Website https://weneedrockets.com/projects

Work History

- Rad Magpie, Rad Jams Lead, Burlington VT (May 2019 – Aug 2019)
    - Taught Unity C# and GML coding at jams and camps with partner organizations
    - Developed logistics, curriculum, & budget for in-house game dev camps
- Brandthropology, Web Developer, Burlington, VT (Jun 2019 – Aug 2019)
    - Fixed bugs and implement features on client sites - CSS, PHP, Bash, & MySQL
    - Built client webpages according to specification,
- Leahy Center for Digital Investigation, Full Stack Programmer (Spring Semester 2018)
    - Debugged & enhanced internal seating and timesheet systems (JavaScript, MySQL)