Donray Williams

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SKILLS

Languages: JavaScript, HTML, CSS, C#, C++, Python

Development:, React, React-Native, AWS, Redux, Serverless, Electron, Git, Unity, GraphQL, Microsoft Teams

EXPERIENCE

Stuller, *Software Engineer 1*, Lafayette, LA
Feb. 2019 - Apr. 2020
- Rebuilt, designed and implemented an application for Admin usage of administering licenses.
- Created an application for displaying each of our current server statuses.
- Developed a full-scale app for tracking of Rewards and Shipment statuses.
- Updated old in-house applications.
- Built applications using React or React-Native that would communicate with our back-end.
- Used a ticketing system to log work (Jira).
- Procured on-the-job knowledge of front-end and back-end tasks.
- Gained experience with Amazon Web Services, Node.js, React, React-Native, Type-script, Redux, Serverless, etc.

BUH! Gaming, *Software Engineer,* Remote
July 2018 - Jan. 2019
- Collaborated with team members to develop a MOBA game using Unity.
- Assisted in a long-term development project moving towards Steam integration
- Distributed work through a ticket system (Assembla)
- Constructed a functional user interface for a new game mode.
- Tested completed tickets, discussed current ticket progress, and assigned new tickets during weekly team meetings.
- Performed constant documentation and research.

Tantrum Lab, *Interactive Content Programmer,* Lafayette, LA
Oct. 2018 - Dec. 2018
- Built a decision tree for AI animations in Unity, created animators
- Generated a smart and adaptable system for a decision tree
- Created Virtual Experience job training as well as different modes for more specific training
- Set up events for game completion logic

Academy of Interactive Entertainment, *Game Programmer Camp Instructor,* Lafayette, LA
June 2017 - July 2017
- Managed a classroom of 15 students aged 8 to 17 years old
- Taught content to introduce students to Unity, Visual Studios, and C# as well as simple production techniques
- Showed students how to build an executable and composed a small quiz for them
- Instructed students using lectures and live demonstrations as well as one-on-one instruction

PROJECTS

Graphics
Aug. 2017 - Sept. 2017
- Developed a procedurally generated land mass, lighting, and custom camera
- Rendered my own geometry

Planet Invaders
Dec. 2017 - June 2018
- Worked with a team consisting of two programmers and two artist
- Cooperated with team members to engineer and progressively develop an original idea
- Contributed to agile development Workflow
- Created all UI mechanics, stats for each player, objective system, split-screen gameplay, item interactions, and inventory system.

EDUCATION

Academy of Interactive Entertainment
Advanced Diploma For Professional Game Development Specializing in Game Programming 2018