

## Donray Williams

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## SKILLS

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

**Development:** Trello, Git, Slack, Unity, AWS, React, React Native, S3, DynamoDb, Code Commit, Cognito, SES, Node.js, Serverless, GraphQL, Microsoft Teams

## EXPERIENCE

**Stuller, Software Engineer I**, 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