

Will Ozeas

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Projects

“Balaga” | January - April 2019

Video game designed in Unity (C#) for Robotics Team. Lead Game Designer and Coder in a team of 3. A cooperative Galaga spinoff in which there are two sets of colored enemies. Each set can be attacked by one player but attacks the other player.

Injury Tracker | September - December 2018

Web App written in Ruby on Rails for School Sports Nurse. Coder in a team of 2. Stores and organizes information about injuries.

“12 Years A Student” | July - August 2018

Video game designed in Unity (C#) at COSMOS Summer Program 2018. Game Designer and Lead Coder in a team of 4. A management game in which the player balances their chores and stress level while trying to get their homework done by midnight. The instructor said it was the best, most polished game he had ever seen from the program.

Experience

FRC Robotics Team 589 | February 2015 - April 2019

Business (5yrs), Software(1), and Video Game (1) teams - Competitive robotics team in which I write essays for judges & code video game for the “Pit” at competitions. I headed Outreach Book that documents our outreach for the year for judges during grades 9-10 & 12. This year, we went to World’s Championships for the Chairman’s Award, the most prestigious award given out at regionals.

SimpleLayers Internship | June 2018 - August 2018

Developed social media app with 3 other interns, the CEO, and CTO of local tech business SimpleLayers.

UCLA Digital Media Arts Summer Institute | July 2017

Learned basics of typography, game design, audio/video editing, & web design.

UCSC COSMOS Game Design | July - August 2018

Designed several games individually/with teams; continuing work on a game w/ a team of 4. This is where I completed “12 Years A Student”.