SKYLER WILLIAMS
Williams.skyler.99@gmail.com

linkedin.com/in/skyler-williams99   **Canton, GA**

Skills and Abilities: System Design | Visual Scripting | Quality Assurance | User-Centered Design | Software Testing | Agile |Game Modeling | Map Design | Player Animation | Player Controls

Tools and Languages: Unity | Unreal | Maya | P4V | Git | Adobe Creative Suite | Jira | C# (Proficient) | C++ (Familiar) | Java | PlayStation4 Developer Kit | UI

WORK EXPERIENCE

FATHOM 7, Marietta, GA   **May 2022 – October 2023**
GAMEPLAY PROGRAMMER

▪ As the lead developer for combat systems, I designed and developed multiple prototypes of a combo based combat system.
Collaborated with artist importing models and animations into Unreal Engine.
▪ Creating and programming prototype UI and developer testing systems and environments.
▪ Crafted and executed comprehensive test cases to ensure the seamless functioning of these systems

THE RIGHT EXPOSURE, Kennesaw, GA   **June 2019 – March 2020**
PHOTOGRAPHER AND PHOTO EDITOR

▪ Capture high-quality and visually appealing photographs in various settings and environments
▪ Use professional equipment and techniques to ensure optimal image quality
▪ Edit and retouch photos using industry-standard software, i.e., Adobe Photoshop and Adobe Lightroom
▪ Collaborate with clients to understand their specific photography needs and deliver on their expectations
▪ Conduct photo shoots for a variety of purposes including products
▪ Stay up-to-date with the latest trends and techniques in photography to continuously improve skills
▪ Manage and organize digital files and maintain an efficient workflow

PROJECTS
Kennesaw University

THE DANDY REBEL   **May 2022 – Oct. 2023**

▪ Edited, planned, and constructed player movement, controls, and multi-combo fighting system.
▪ Implemented UI menus for developer testing environments and HUD interface.
▪ Collaborated and implemented combat interactions and animations.

DARK NEBULA   January 2022 – May 2022

▪ Planned and constructed player movement, controls, and multi-weapon system.
▪ Integrated pre-existing animations using Unreal Engine Animation Blueprints.
▪ Designed and implemented user interface, arena map, settings, and sound.

PROJECT DREAMHACK   Aug. 2021 – Dec. 2021

▪ Developed and implemented a parkour-style character movement system in Unreal Engine.
▪ Designed and implemented a grappling hook ability.

PARKINSON'S VR   Jan. 2021 – May 2021

▪ Reorganized and optimized game code to perform efficiently in VR environments.
▪ Improved VR user interactions with virtual environments.
▪ Programmed UI, player interactions, and implemented an objective system

EDUCATION

Kennesaw University – Kennesaw, GA – B.S. Computer Game Design and Development May 2022
Honors: The National Honor Society of Collegiate Scholars, National Honor Society of Leadership and Success, Phi Eta Sigma

References Available Upon Request