

Wills Martin

DEVELOPER

Skills Summary

Software and Tools

Unity, Unreal, Git, Blender, Maya,
Substance Painter, Substance
Designer, .NET

Languages

C#, C++, Javascript, Python, SQL

Education

Drexel University

September 2015 - June 2020

BS in Computer Science

Studied computer science, game
development, and graphics.

Completed three six-month co-op jobs
at three different companies.

Senior Project

Lead Developer

October 2019 - June 2020

- Led development team in a multi-team project to create an adventure puzzle game
- Utilized Unity's Universal Render Pipeline to implement an artistic style inspired by Japanese Ukiyo-e art

Work Experience

Unity Developer

September 2018 - March 2019
Night Kitchen Interactive

- Worked as an AR and VR developer on multiple Unity projects
- Collaborated with designers and artists to create interactive experiences
- Refactored an entire Unity AR application from scratch
- Developed an AR app for Comcast to streamline training procedures

Software Engineer

September 2017 - March 2018
Macquarie Investment Management

- Developed Microsoft SQL databases, tables, and scripts
- Designed and developed ASP.NET web app hosted on AWS for internal use

Tier III Support

September 2016 - March 2017
iPipeline

- Supported an ASP.NET SaaS application
- Resolved tickets from clients



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