

WILLIAM FEENEY

Mattapoisett, MA · williamfeeney123@gmail.com · 5083228875 ·
<https://williamfeeney123.wixsite.com/feeneyportfolio>

EDUCATION

Quinnipiac University

BS Game Design and Development *GPA: 3.4*

Hamden, CT

- May 2021

WORK EXPERIENCE

MindTRUST, New Haven

Level Design and Programming Internship

New Haven, CT

June 2019 - September 2019

- Create level segments for a children's endless runner style game using the Unity Engine on Android and iOS. Focused heavily on keeping the controls, environment, and level design engaging and fun for the target audience.

SKILLS

Software: Unity, Unreal Engine, VR and AR, Excel, Powerpoint, Word, Trello, Slack, Github
Programming: C#, Javascript, Java, Scala
Other: Lifting, Painting, Raid Leading (WoW)

PROJECTS

3D Co-op Puzzle Cave Adventure *Unity, Programmer*

<https://bit.ly/3u1JAtX>

Voted most popular submission for Quinnipiac's segment of the Global Game Jam. The theme of this game jam was "Building and Destroying" which we captured doing a puzzle cave adventure game. Taking influence and direction from senior leadership at the university we were able to collaborate with a wide array of talent through an iterative and agile process.

CORE *Unity, Lead Programmer, Mechanic Lead*

<https://bit.ly/2QDer1e>

Rapidly developed project in a team of four as a first exposure to collaborating. Designed, implemented, and tested all mechanics seen in the game. Created the cinematography engine, now being used as a framework for other projects that require similar camerawork.

Gravity Golf *Unity, Project Manager, Lead Programmer, Android-built*

<https://bit.ly/3e3zfYW>

Gravity golf uses Unity-based physics on a mobile platform with the goal of being fun for any age group. Approached the project both from an agile management role and a developer role. Created on Android and iOS this capstone to university was both an opportunity to work collaboratively and a showcase for my technical skills gained at university.

HONORS & AWARDS

Dean's Scholarship

Quinnipiac University

Awarded for being in the top tenth of college class and maintained by having a 3.0 or higher GPA. Fall 2018

QU Game Design & Development Showcase- People's Choice Award

Quinnipiac University

Awarded for my game, 2-D Sword Game, Which was chosen by the Department's students. A cash prize was awarded. May 2020