William Rutherford

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Skills

- Programming in C++ & C#
- Unity
- Unreal Engine 5
- UE5 Blueprints
- Adobe Illustrator
- Adobe Photoshop
- Scrum
- Jira
- Confluence

Education

- Champlain College
    - Recently graduated with a bachelors of science in game design.

Experience

Projects

- Rise From Ruin (January 2025 - May 2025)
    - Served as a systems & technical designer on a 17 person team after being onboarded in January.
    - Designed, implemented, & balanced systems to spawn dynamically increasing waves of enemies.
- Inferna LLC (September 2024 - November 2024)
    - Served as the lead sandbox designer on a team of nine for our senior capstone project.
    - Designed, implemented, and balanced player abilities in a three on one asymmetric multiplayer game.
- Umbra Et Anima (January 2024 - April 2024)
    - Served as the lead designer on a team of eight for a semester long project.
    - Designed and implemented player abilities for an isometric hack and slash game.

Employment

- Stone Soup Holdings (May 2024 - August 2024)
    - Worked with management to research and implement project management techniques and tools from scratch.
- Army Navy Country Club Fitness Center (June 2022 - August 2022)
    - Worked part time as the front desk attendant in the Fitness Center at the Army Navy Country Club in Arlington VA.