

# DUSHAUN WILLIAMS

---

4408 Marcus Uribe, El Paso, TX 79934 | C: (915)203-6023 | dmwilliams928@gmail.com/www.dushaunwilliams.com

## Skills

---

- Java
- C#, C
- XML, JSON
- Python
- Unity Development (2D/3D)
- Android Development
- Customer-oriented
- Interface design and implementation
- Project management
- Leadership skills
- GitHub

## Projects

---

### **Swim Shark (Published App in Google Play, Jan. 2016)**

- Implemented gameplay mechanics (player inputs, score tracker, win/lose states, etc...).
- Implemented handlers to place and manage the pipes in the game.
- Created UI assets and implemented menus with those assets.
- Integrated Soomla and Applovin to provide social features and ads for the player to see.
- Implemented leaderboards for players to compete.

### **That Sweet Math Game (Personal Project, Finished Feb. 2016, a video of the game available on my website)**

- Implemented a system to randomly generate questions and then modify the question to different views.
- Implemented menu aspects to help show the player when they completed a challenge.
- Implemented four gameplay types to facilitate different ways for the player to advance their mathematics.

### **Don't Touch the Floor project (Current Project for Android and IOS Feb. 2016 - ongoing)**

- Implemented touch gameplay mechanics.
- Created 10 puzzle levels that had a verity of features.
- Created scripts that could be used to mix and match gameplay ideas in the Unity editor.

### **Agent Scene Creator (UTEP's Interactive Systems Group May 2015 – Aug. 2015)**

- Implemented a way to create scenes and scenarios from modular sections that can be edited.
- Created a UI to help users implement their own scenes to run in the game.
- Create a way to export user's scenes to customize XML documents to create story connected scenes in a Unity3D base game.

## Experience

---

### **Programmer**

**05/2015 to 08/2015**

**El Paso, TX**

#### **Interactive Systems Group (University of Texas at El Paso)**

Implemented add on program that would convert user input to XML for AR/Speech Recognition Unity3D game in real time.

### **Lead Programmer**

**01/2012 to 10/2013**

**El Paso, TX**

#### **PartyScape**

Implemented the entire design of the app. Implemented a database with MySQL and SQLite. Implemented system to retrieve information from the database with PHP and MySQL. Maintained data entry for new venues (team of 5)

### **Research Assistant**

**05/2011 to 12/2011**

**El Paso, Tx**

#### **University of Texas at El Paso**

Implemented automatic test builds for the team's program or sections of the program. Implemented program to produce build versions of the program and then submit the builds to the SVN (team of 4).

### **Admin/Web Master**

**01/2011 to 05/2011**

**El Paso, Tx**

#### **CSTEP (University of Texas at El Paso)**

Rearranged the website to present newer information. Implement a different design for the website (solo).

## Education

---

### **Bachelor of Science: Computer Science**

**2016**

University of Texas at El Paso

**El Paso, TX**

Graduated August, 2016