

PHOENIX A. WILLIAMSON



UI and Systems Programmer | Game Developer | Musician

EDUCATION

Savannah College of Art and Design
B.F.A Interactive Design & Game Development

2018 — 2023

WORK EXPERIENCE

UI Programmer, *Warren Warriors*

Purple Poison Ink | PC Game

May 2023 — Aug. 2023

- Created a Dialog & Tutorial UI System. Created UI Animations. All tasks were completed in Unreal Engine (Blueprints & UMG)

Game Host and Receptionist

Escape Company Savannah

Dec. 2021 — May 2023

- Managed company phone calls.
- Created/adjusted reservations for guests.
- Reset rooms' puzzles; fixed, adjusted, and created new puzzles for rooms.
- Briefed guests about room rules; gave clues to guests with varying levels of explicitness
- Quickly readjusted puzzles experiencing errors in a way that did not break immersion for guests.

UI & Systems Programmer, *Quacktown Smackdown*

Demolition Ducks | PC Game

Dec. 2021 — Jun. 2022

- Created and managed all UI/HUD Systems:
 - ◆ All lobby UIs, all in-game UIs,
 - ◆ Player HUD,
 - ◆ Multiplayer Emote System,
 - ◆ UI Animations & Effects and Layout
- Created and managed back-end systems:
 - ◆ Game timers,
 - ◆ Leaderboard System and Win Conditions,
 - ◆ Map & Level changes,
 - ◆ UI Multiplayer Networking

All tasks were completed in Unreal Engine (Blueprinting & UMG)

Composer & Animator

Carried Away Animated Short Film

Oct. 2018 — May 2019

- Rough Animation using TV Paint 11
- Music Composition and Engineers using FL Studio and Pro Tools

Graphic Designer

Princeton Education Foundation | Inspiring Minds Gala

Mar. 2017 — Apr. 2017

- Produced all graphic design content including flyers, programs, post cards, newsletters, and emails.
- All tasks were completed using Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Microsoft Excel, and Mailchimp.

Office Intern

Princeton, New Jersey's Department of Human Services

Jun. 2015 — Aug. 2017

- Clerical office tasks
- Microsoft Excel data entry & formulas
- Database management of sensitive/confidential documents
- Managed/answered phone calls.
- Created flyers used for both in-office and town-wide events.
- Copied/Scanned/Filed paper documents

pwilliamson0353@gmail.com

phoenixwilliamson.com

[linkedin.com/in/phoenix-will](https://www.linkedin.com/in/phoenix-will)

PROGRAMS & TOOLS

C
C++
C#
Java
Python
Unreal Engine
Open Shading Language (OSL)
Perforce Helix (P4V)
GIT
Autodesk Maya
Adobe Animate
Adobe Illustrator
Adobe Photoshop
Adobe Substance Painter
Microsoft Excel
Microsoft PowerPoint
Microsoft Visual Studio
Microsoft Visual Studio Code
Microsoft Word
FL Studio
Pro Tools

SPECIALIZATIONS

Unreal Engine C++
Unreal Engine Blueprinting
Unreal Engine Game Systems
Source Control Management
UI Design
Data Management
UI Frontend Development
UI Backend Development
Object-Oriented Programming
Software Tools Programming
Game Design
Game Development
Plugin Development
Autodesk Maya Python
Music Composition
3D Modeling
3D UV Mapping
3D Materials
Graphic Design
3D & 2D Graphics Animation
2D Character Animation