William Garner Newton
Game Designer

EDUCATION

Purdue University, West Lafayette, IN   **Aug 2018 — May 2022**
- Bachelor of Science in Game Design & Development.   GPA 3.91
- Minors in Computer Science and
  Computer Information Technology.
- Dean's list.   All Semesters

PROFESSIONAL EXPERIENCE

Sony Immersive Music Studios, Culver City, CA   **Jun 2022 — Aug 2022**
Summer Associate – Game Designer
- Collaborated in a remote setting with other interns to pitch, design, and document an Unreal Engine 4/5 project as an extension to the studio's current focus.
- Greyboxed and iterated on three immersive environments following a narrative structure in two weeklong sprints.
- Designed engaging player systems and activities throughout with blueprints.
- Managed tasks in Jira and source control with Perforce.

Purdue University, West Lafayette, IN   **Jan 2021 — Nov 2021**
Game Programmer
- Planned, prototyped, and implemented an algorithm game mode that changes difficulty based on player skill in Unity with C#.
- Communicated and coordinated to effectively create multiple project variations tailored to different research needs.
- Provided updated documentation detailing new systems and changes implemented into the project.

Roblox   **Jan 2014 — Dec 2018**
Independent Game Developer
- Developed RPG games with a focus on a cohesive world and involved storytelling that have amassed over 10 million total user visits.
- Scripted with Lua and modeled in Roblox Studio.
- Monitored industry trends to plan and create updates.
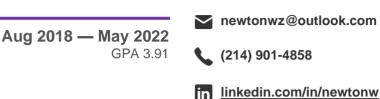- Responded to user feedback with bug fixes and improving reward scenarios.

PROJECTS

SpookShot (Spooky 3D Collectable Platformer)   **2022**
Unreal Engine 4
- Senior capstone project with eight other students to develop a third person 3D collectable platformer with sandbox like levels and objectives.
- Created and iterated on platforming-based levels with multiple objectives such as platforming, time-trial, collectables, and more in Unreal Engine.
- Designed modular game systems with easy implementation into levels.
- Managed source control with GitLFS in Unreal Engine.

The Phantom Metro (Unsettling First Person Exploration)   **2020**
Unreal Engine 4
- Created a game design document with a game overview, level map, gameplay summary, and visual references.
- Blocked out the city park level in a three-act structure with different encounters.
- Programmed modular systems designed for future extensibility.
- Integrated marketplace assets to create a highly stylized atmosphere.

✉ newtonwz@outlook.com

☎ (214) 901-4858

in linkedin.com/in/newtonw

www newtonw.com

TECHNICAL SKILLS

Unreal Engine 4

Unity

Roblox Studio

Android Studio

Adobe Photoshop

Adobe Premiere Pro

Autodesk Maya

Office Suite

Jira

Programming Languages:
- **Java**
- **C, C#**
- **Lua**
- **SQL**
- **UE4 Blueprints**

SKILLS

Level Design

Technical Game Design

Game Scripting

Prototyping

Documentation

Quality Control

Team Motivation

Collaboration

Problem Solving

Time Management

OTHER ACHIEVEMENTS

Eagle Scout
Boy Scouts of America

Database Administration Fundamentals
Microsoft Technology Associate