

WILLIAM THOMAS PIERCE

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Portfolio

<https://willthomas pierce.com>

Skills & Technologies

- Unity; Unreal; Java; Python; C#; C++; C; HTML; Excel & Microsoft Office; Adobe Products; Frontend; Backend; Software & IDE Adaptability
- Design of Combat, Boss, Level, and Narrative; Agile Framework & Scrum; Pixel Art and Animation, UI/UX; Music Composition

Education/Certifications

- BA Computer Science, Texas A&M University, College Station TX, 2022
 - Game Design Minor, Texas A&M University, College Station TX, 2022
- Placed 2nd in the world's largest collegiate game jam "Chillennium", 2019
- Play test of Psychosomatic at the School of Visual Arts to a highly positive reception, 2022

Work Experience

Psychosomatic Designer, Artist, Composer – Indie Development, Houston, TX **03/2020 – Present**

Programmed in Unity with C#; Managed with Agile; Documented with Google & Miro; Sprited with Aseprite; Composed with FL Studio

- Wrote and continually edited GDD to serve as accurate template for development.
- Designed and balanced Player Character moveset and systems.
- Designed enemies and bosses to integrate effectively with player mechanics.
- Designed atmospheric levels with tone and gameplay based on a psychological "theme".
- Engineered boss AI and pattern systems to be effectively predictive but not predictable.
- Organized development using Agile and Scrum philosophy.
- Managed (1) engineer to create engaging and climactic boss encounters within the engineer's scope and technical ability.
- Multiple highly documented playtests, including at [Texas A&M - Visual Arts](#) which specifically was overwhelmingly positive.
- Created stylized visual designs of characters, enemies, and environments.
- Composed emotional and intense soundtrack that increases narrative gravity of story events.

Strings Solo Developer – Indie Development, Houston, TX **03/2020 – Present**

Programmed in Unreal with C++ & Blueprints; Modelled, Animated, and Textured with Maya, Blender, ZBrush, and Houdini

- Designed complex player moveset in a 3D environment.
- Designed enemies to complement player abilities that effectively make use of the 3D landscape.

Wo Developer – Indie Development, Houston, TX **06/2022 – 08/2022**

Programmed in Unity with C#; Managed with Agile; Documented with Google & Miro; Sprited with Aseprite; Composed with FL Studio

- Focus on asset reusability while maintaining player engagement
- Creating 2D, sidescroller levels with an emphasis on enemy combat

Project Manager – SoTrendly & Harmony Hub Websites, College Station, TX **03/20 – 06/20** **01/20 – 06/20**

Frontend in Bootstrap & React; Backend in Flask with Buckets; Managed with Agile; Hosted with Heroku

- Managed a team of 4 using Agile framework to effectively meet deadlines and ensure progress.
- Coordinated between 2 teams: front-end and back-end, to maintain stability and quality.

IT Technician – Texas A&M Engineering IT, College Station, TX

06/2021 – 06/2022