

William K. McBride III

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Job Goal

- My current goal is to obtain a job as a 3D modeler or programmer while progressing and perfecting my knowledge within these fields.

Game Projects

Mafia Simulator

Roles: Team Lead, Programmer, Level Design

- 2-D, narrative-driven, deck-building game which encourages the player to explore what is happening inside the seedy world of the Mafia.

R.E.M

Roles: Artist, UI Designer, Website Wrangler, Voice Actor, & Video Editor

- Won Overall-Best Game Quinnipiac GDD Showcase 2019-20
- Third-person, narrative-driven, shooter game which plunges the player into a dream world and encourages them to explore it.

Work Experience

play4REAL XR Lab at Yale University October 2020-Present Research Assistant & Game Developer

- Funded by Epic MegaGrant in partnership with Quinnipiac University Game Design and Development Program.
- Member of Ad-Tacker AR team to develop a prototype AR game using UE4
- Ad-Tacker AR game raises awareness of advertising tactics targeting teens and young adults.
- Prototype efficacy will be evaluated in a controlled trial for further funding.

Skills

- Modeling Software: Blender, Maya, & Mudbox
- Computer Languages: C#, UE4 Blueprints, & Java
- Game Engines: UE4 & Unity
- Data Management Software: Github
- Team Messaging Services: Discord & Slack
- Team Organization Software: Trello
- Microsoft Office Suite
- Adobe Suite

Other Experience

Michael Baker International December 2018 & Summer 2019 Intern

- Responsibilities included processing and correcting data on air/noise quality surveys, road repair surveys,
- Manual setting of survey equipment

Other Experience(Continued)

Amazon Fulfillment Associate: July 2021 - Current

Education

Quinnipiac University Hamden, CT (August 2019 - May 2021)

GPA: 3.5

Bachelor's Degree in Game Design and Development

Mercer County Community College West Windsor, NJ (Fall 2017 - Spring 2019)

GPA: 3.36

Associate Degree in Applied Sciences (Game Design Focus)

Rutgers University: Mason Gross School of Art New Brunswick, NJ (Fall 2015 -
Spring 2017) GPA: 3.3

Focus in Fine Art