Micah Williams, Game Programmer

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EMPLOYMENT HISTORY

Dec 2024 — Present

Game Programmer, Universal Phoenix Group LLC

Tools: Unity, C#, Meta Oculus VR, OVR Scent Technology

Integrated scent-based technology into VR game to allow players to smell while playing.

Implemented core systems like inventory, player interactions, enemy AI, and general gameplay flow.

Optimized game performance with the use of occlusion culling, lighting settings refinements, and modular and clean coding standards.

May 2024 — Aug 2024

Assistant Game Development Instructor (Seasonal), Black Rocket Productions

Tools: Lua, Scratch

Worked as an Assistant Game Programming Instructor, teaching basic game development/programming principles to children

Sep 2023 — Aug 2024

VR Programmer (Internship), Virginia Serious Game Institute

Tools: Unity, C#, HTC Vive

Implemented mechanics and features for a kinesiology-based research project- used to aid with physical trauma

Implemented a pacesetter so participants could maintain a specific speed throughout the trial

Implemented adjustable, walkable planks so that gaps of varying sizes could be simulated and walked over by participants Integrated elevator functionality within the walkable plank's behavior so that participants could be raised and lowered within the game-world

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EDUCATION

Aug 2020 — May 2025

Bachelor of Fine Arts in Computer Game Design, George Mason University

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PROJECTS

Mar 2025 — May 2025

Rumble Royale (Creator)

Tools: Unreal 5, C++, Blueprints

Implemented weapon and character ability system

Inventory system

Titanfall movement system

May 2024 — Jul 2024

Mocha Way Cafe (Programmer)

Tools: Unity, C#, HTC Vive

Created the general flow of the tutorial

Implemented drone system for delivering orders to tables

Created art assets as needed

Assisted in bug fixes throughout game

Jun 2019 — Jul 2023

Pokemon Boss Rush (Creator)

Tools: Unity, C#

Unity Events

Game States

Save/Load states