
Micah Williams

Game Programmer

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EXPERIENCE

Freelancer - *Game Developer*

MAR 2026 - PRESENT

Tools: Unity, Unreal Engine, C#, C++, Visual Studio, Github, Oculus 2 & 3

- Implement **multiplayer/replication systems in Unreal Engine**
- Integrate third-party APIs, SDKs, and plugins to extend engine functionality and support platform-specific requirements.
- Implement **AI behavior, pathfinding, and NPC logic** using behavior trees, state machines, and navigation systems.
- Build and maintain UI/UX systems including HUDs, menus, and in-game interfaces using both engine-native and custom frameworks.

Universal Phoenix Group LLC - *Game Programmer*

DEC 2024 - OCT 2025

Tools: OVR Omara Smell Technology, Unity, C#, Meta Oculus 2 & 3, Visual Studio, Github

- **Integrated OVR scent-based haptic technology** into a game project, enabling multi-sensory player immersion.
- Implemented core gameplay systems including inventory management, player interactions, enemy AI, and game flow logic.
- Optimized runtime performance through **occlusion culling, draw call reduction, lighting refinements**, and modular coding standards to maintain stable frame rates across target hardware.

Virginia Serious Game Institute - *VR Game Programmer*

SEP 2023 - AUG 2024

Tools: Unity, C#, HTC Vive, Visual Studio, Github

- Developed mechanics and features for a kinesiology-based research application used to aid in physical trauma rehabilitation.
- Implemented a real-time pacesetter system so participants could maintain a target speed throughout motion-tracked trials.

Black Rocket Productions - *Assistant Game Development Instructor*

MAY 2024 - AUG 2024

Tools: Google Cardboard VR, Roblox Studio, Lua, Scratch

- Used Google Cardboard VR, Roblox Studio, Lua, and Scratch to teach fundamental game development and programming principles to children.

Testronic - *VR Quality Assurance Technician*

AUG 2025 - JAN 2026

Tools: Meta Oculus 3, Jira, Microsoft Teams, Test Rail

- Playtested builds across platforms to identify bugs, performance issues, and gameplay inconsistencies.
- Documented and reported issues using detailed reproduction steps, screenshots, and video captures with attention to edge cases and platform-specific behavior.
- Verified bug fixes and performed regression testing on new builds, ensuring compliance with platform certification requirements.

EDUCATION

George Mason University - *Computer Game Development, Minor in Computer Science*

Aug 2020 - May 2025