

William Esancy

St. Albans, Vermont

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williamesancy.com

Skills - Technological Tools / Software

Unity | Unreal Engine | Game Maker Studio 2 | Adobe Illustrator | Autodesk Maya | Jira | Confluence

Education

Champlain College, Burlington, VT

Major - Game Design

Graduation Date: May 2024

- GPA: 4.0

Project Experience

Momentum, Spring 2024

Level and UI/UX Designer, Team Size: 18

- Designed map layouts using Adobe Illustrator and Unity to layer out spaces and further encourage player interaction within the game space
- Created wireframes using Adobe XD as examples for the team and myself to further flesh out and fully polish the game UI interface
- Created vector art icons using Adobe Illustrator to serve as visual indicators within the game UI

The Biggest Bad That Ever Was, Fall 2023

Level / Generalist Designer and UI/UX Designer, Team Size: 8

- Built multiple game maps in Unity to further the game's design and improve on past designs
- Designed multiple level map layouts using Adobe Illustrator to serve as visual guides for the team and myself in creating spaces in the game world

Railgun, Spring 2023

Level / Generalist Designer, Team Size: 10

- Designed and built over fifty specially made rooms using Unity to create unique experiences for each player and playthrough
- Worked with the team to ensure mechanics and features were enjoyable to use while maintaining a level polish

Work History

Walgreens, Saint Albans, VT

General Front End

June 2020 - August 2020

- Ran front end register including checking out customers, working the photo printer, and checking in and out packages
- Kept the store's aisles clean and organized throughout the day