



# Donovan Montoya

Software Engineer  
Game Developer

## Skills

### Game Engines & Relevant Applications:

- Unity, Unreal Engine 4
- Maya, Blender
- GitHub, Plastic SCM

### Languages (Computer and Human):

- C#, C++/Blueprints, HTML, CSS, JavaScript
- Mandarin Chinese (Conversational)

### Other:

- Adobe Photoshop, Premiere, XD, Animate, After Effects, Lightroom, M.S. Suite, G-Suite
- Oculus Rift and Hololense Development
- Visual Studio

## Contact

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🌐 [donovanmontoya.com](http://donovanmontoya.com)

## About Me

Making impactful experiences is my passion. I've been coding and programming tools since age eleven. Currently a college student and software developer creating programs that are useful, meaningful, and impactful. My main interests are developing games and working with up-and-coming technologies such as Augmented Reality, Virtual Reality, and thought provoking games.

Link to portfolio: [donovanmontoya.com](http://donovanmontoya.com)

## Development Projects

### August 2019 - present | Virtual Reality Barista Simulator (VR)

*Independent Project*

- Designed and developed from conception to game
- Conducted rigorous UX testing to implement improvements based on user feedback
- Designed in Unity, programmed in C#

### November 2021 | Machine Learning AI Maze (3D)

*Academic Project, Boise State University*

- Utilized Python and TensorFlow to train Machine Learning Agents
- Managed a team of 4 across design, art, and game testing in the development of this project

### January 2021 - May 2021 | Special Education Augmented Reality Learning Game (AR/XR)

*Academic Project, Boise State University*

- Worked with clients directly to design and prototype potential products
- Created Mixed/Augmented Reality Game product in Unity
- Analyzed client needs and software requirements to determine feasibility of design within time and cost constraints. Then developed using Unity's XR toolkit

### January 2020 - May 2021 | NASA Suits: ARSIS (AR/XR/VR)

*Academic Project, Boise State University*

- Collaborated in a group that worked directly with NASA to create an AR heads-up display for astronauts to utilize while in space. This is paired with a VR environment mission control can use to draw and post markers in the astronauts AR environment
- Prototyped Eye Tracking for HoloLens
- 3D printed unique models for Object Recognition Testing

## Experience

### September 2020 - present | Student IT Assistant II

*Boise State University*

- Resolve technical issues as they occur while communicating necessary information to individuals within wide range of technical literacy
- Diligently troubleshooting issues to identify root causes and prevent recurrence

## Education

### Boise State University | May 2022

*Bachelor of Science in Games, Interactive Media, and Mobile Technology*

- **Relevant Coursework:** Game Development, Multiplayer Game Development, Advanced 3D Animation, Game & Virtual Reality Audio, Interactive Physical Computing
- **Extracurricular Activities:** Boise State Blue Thunder Marching Band - Tenor Saxophone (Visual Performance Section Leader)