



Donovan Montoya

Game Developer
Software Engineer

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:

- *Project Management, Adobe Photoshop, Premiere, XD, Animate, After Effects, Lightroom*
- *Oculus Rift and Hololense Development*
- *Visual Studio, 360 Video Production*

Contact

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🌐 donovanmontoya.com

About Me

Making impactful experiences is my passion. I've been coding and programming tools since age eleven. Currently, a recent graduate and software developer creating programs that are useful, meaningful, and impactful.

Link to portfolio: 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 | Augmented Reality Beaver Habitat Demonstration (AR/XR)

Academic Project, Boise State University

- Managed project development and worked with stake holders 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
- Trained new employees to uphold standards of excellence

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)