

WILLIAM POIRIER

Portfolio: <http://fractalfirmaments.com>

Github: <https://github.com/wpoirier/>

Worcester, MA

wpoirier92@gmail.com

508-277-3585

SKILLS: **Programming Languages:** JavaScript, C/C++, SQL, and proprietary languages. Exposure to Java and Python.

Web Development: HTML/CSS/JS, Ruby on Rails.

Code Management: JIRA, SVN, GIT, proprietary MEDITECH source control system

Development Environments: Visual Studio, Eclipse, Xcode, Linux terminal

Video Game IDEs: Unity 3D, Adobe Flash, Gamemaker Studio

Audio Tools: ProTools, Garageband, UDK Kismet, WWISE, Audacity, Muscore, Sonar

Artwork Tools: Zbrush, Adobe Creative Suite, Maya

Professional Tools: Adobe Framemaker, Adobe Robohelp, Microsoft Office Suite

WORK

EXPERIENCE:

Startup Institute: Web Development Student (October 2017 — present).

- Participated in a web development bootcamp. Studied back-end web development using Ruby on Rails
- Participated in a hackathon. Created a prototype SMS cloud service using the meetups.com API.
- Implemented Facebook login functionality for the startup OperationCode
- Created a prototype for the MachinimaVision web app using Three JS and Express JS.

Fractal Firmaments: Founder (October 2016 — present).

- Publishing label for personal production company. Currently a solo effort.
- Released first commercial product, an infinite runner named *Blissfully Bouncy* for iOS and Android in the first half of 2017.
- Programmer - coded in Gamemaker Studio with GML
- Artist - created sprite work with GIMP
- Sound Designer - Created musical score and sounds with Garageband and Audacity

MEDITECH: Programmer/Analyst (April 2015 — September 2016).

- Debugged and troubleshooted customer-reported issues for MEDITECH's electronic health record system
- Wrote scripts in Meditech Magic and Client/Server to fix back-end issues
- Maintained Meditech's Data Repository application for converting proprietary databases to SQL

UMASS Medical School: Programming Intern (January — April 2015).

- Built the driver software and user interface to control custom patent pending bioinformatic hardware.
- Equipment included communicating with a lock-in amplifier and motors over serial RS-232
- Programmed low level communication software in C. User interface programmed with Objective C.

EDUCATION:

Worcester Polytechnic Institute, Worcester, MA

BS in Interactive Media & Game Development, May 2014

BS in Professional Writing, October 2014

GAME PROJECT WORK:

Blissfully Bouncy (December 2016). Runner game published on Google Play. Apple iTunes release pending.

Project Rabbit Episode 0 (September 2013 — May 2014). Senior Project at WPI.

Creator, project manager, writer, lead artist and co-engineer on a 4-person team project.

Tennebris Locus (April 2014). Game created for Digital Game Design Studio at WPI.

Animator, sound designer on a 4-person team.

ASCII Centipede (December 2013). Game created for Technical Game Development I.

Programmed a C++ game engine for a solo engineering project.

Green Spider (December 2011). Game created for Digital Game Design I.

Designer/programmer on a 2-person team.

WEB
DEVELOPMENT
PROJECT
WORK:

Professional Online Portfolio: <http://fractalfirmaments.com>

Designed and implemented using custom HTML, CSS and JavaScript.

Partner Project For Operation Code:

Implementing Facebook login functionality for operationcode.com using React and Rails. Currently ongoing.

MachinimaVision

Independent project being created at Startup Institute. MachinimaVision is a web based application using Express JS and Three JS for creating and streaming movies using game-like functionality. Currently a work in progress.

Startup Institute Hackathon

Worked in a four person team to create a prototype SMS cloud service for Operation Code. Programmed using Google scripts.

PROFESSIONAL
WRITING
PROJECT
WORK:

Major Qualifying Project: *An Intro to Retro Homebrew* (May – September 2014).

Researched an online community of homebrew programmers; designed and executed a usability survey to test the effectiveness of documentation.

HOBBIES:

Trumpet and piano playing, music composition

Puppet making

Arduino programming

Writing stories and drawing comics

Writing and filming movies