

William C. Johnston
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Objective

I am a Michigan State senior in Media and Information with both technical and design experience in virtual reality and game development seeking to begin a full-time position or internship in virtual reality and/or interactive media in May 2019.

Selected Experience

Technical Designer – MSU Games for Entertainment & Learning Lab (GEL)

June 2018-Current

In my role at the GEL Lab, I develop & design VR experiences.

- This has involved working with clients including Communicative Sciences and Disorders, Media and Information, and others, to produce a vision for their project as well as coding the interactions for the experience.
- As Lead Virtual Reality Programmer I produced 4 VR projects over the course of 4 months in health, research, and entertainment.
- One VR experience was a trainer for medical students to get practice installing a small rubber prosthesis in the throat of patients that have had their larynx removed, allowing the patient to speak.
- I also work as an auxiliary sound designer and programmer on projects needing more technical skills.
- I am also responsible for the researching new tech that comes out or makes its way into the lab to determine its usefulness.

Teaching Assistant – Building Virtual Worlds

January 2019-Current

As a TA I assisted in the teaching of MI482, Building Virtual Worlds. As a TA I assisted in the grading of assignments as well as finding readings and related tools for the class. My other responsibilities included: set up and management of VR headsets that were used in the class and answering questions in class and outside of class. The class is being taught by Andrew Dennis, our 3d modeling professor, meaning that I am the primary programming and technical resource for the students.

Facilities Information Systems Student Employee – Infrastructure Planning & Facilities at MSU

2016-Current

I Collect, create & process detailed data for all campus facilities using AutoCAD, ArcMap, & Adobe. I have proposed using VR to further advance our departments capabilities and functionality in Building Information Management and Geographic Information Systems. I developed a Google cardboard VR app to interact with MSU's 360 panoramic network to showcase how the technology could be used better, as well as showcasing the VR tools that Autodesk has for Revit. I also manage and maintain data in several of our database applications.

President of Media & Design – Spartan Hackers

December 2016-2018

Spartan Hackers teaches people new skills related to Computer Science & Engineering such as the use of API's or how to use a bash terminal. While also serving as an outreach platform to encourage students to attend hackathons & better their skills. As a board member I helped direct & plan club events. As the President of Media & Design, I was responsible for the aesthetic & design aspects of the club and acted as a videographer, photographer, & live streamer for our events. I also gave talks to help teach new skills (e.g., the basics of visual design and how to use GitHub).

Eagle Scout – Boy Scouts of America BSA Troop 49

March 2015

Achieved the Rank of Eagle Scout. As Senior Patrol leader prepared and executed meetings and events.

Imaging Coordinator – Kettle Moraine High School, FIRST Robotics Team Wales, WI

2012-2015

Developed mechanical, electrical & software engineering skills, grew photography, presentation, & leadership skills while growing the team from 10 members to 30. I also helped develop a social media presence to better promote the team.

Education

Michigan State University Media & Information Degree

Anticipated Graduation: Spring 2019

Concentration in Game Development and Interactive Media (#7 in the nation)

Kettle Moraine High School, Honors Diploma

May 2015

Dick Ohm Merit Award; academics & community service; Lacrosse; FIRST Robotics; & KM Drama Technical team

Skills/Hobbies

- Photography, Graphic design, Videography, Sound design
- Skilled with C# & Unity
- 3D CAD/Revit, 3D Printing, Machining, & Welding
- Experience with WWise and audio software
- Volunteer of the Year at Lake Country Health & Rehabilitation
- Front end Web dev in HTML & CSS
- Version control with Github and Unity collab
- Basic Javascript & Python

Portfolios:

Games - <http://wcjinteractive.com/> Web & Code - <https://github.com/Gr8orangeone/>

References:

Gel Lab: Brian Winn, 517-402-2185, Winnb@msu.edu

Infrastructure Planning & Facilities: Scott Friend, 517-353-3268, friends1@msu.edu.

Teaching Assistant: Andrew Dennis, adennis@msu.edu

Additional Reference: Elizabeth LaPensée, 517-515-8886, odamino@msu.edu.