

William White

Game/Tools Programmer



EDUCATION

2022 - Present | The Game Assembly, Stockholm Higher Vocational Education | Game Development

- 11 Cross disciplinary game projects with agile/scrum methodologies. The first 2 in C# with Unity, 3 in C++ with the school's inhouse framework. 3 more in our own engine developed with C++ and DirectX 11. Another 3 in another engine (built with a different team), developed with C++ and DirectX 11 and PhysX.
- Engine, Systems and Tools in C++ and C# for multiple different toolsets
- Design patterns and software architecture
- Linear Algebra Focusing on 3D Mathematics

Skills

- Unity, Unreal Engine
- C/C++
- C#
- Python
- Lua
- Perforce (PV4)
- Git-Version Control (Git & Git-LFS)
- Cmd & Powershell 7
- Optimizing & debugging code
- Architectural system design

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Additional Courses:

Computer Game Production

M0053D | 2020 - 2021

Luleå University of Technology