

# Software Engineer

07490 417826

[lealjwilliams@gmail.com](mailto:lealjwilliams@gmail.com)

<https://lealwilliams.github.io/>

[linkedin.com/in/leal-williams-120783196](https://www.linkedin.com/in/leal-williams-120783196)

# Leal Williams

Sheffield  
Dinnington

## About Me

I am a hardworking, competent Software Engineer who specialises in Games Programming. I have recently graduated from Sheffield Hallam University and was rewarded a 2:1 Bachelor's Degree in Computer Science for Games. My most proficient languages include C++ and C#, with a lot of experience using Visual Studio in my projects. At University, I have experienced working with a small team on multiple projects, working together to meet tight deadlines. I have contributed ideas towards the implementation of the systems that make the programs function and taken feedback from my peers on how I could improve my own work. I also worked on multiple tasks simultaneously for my other modules.

## Experience

### Sheffield Hallam University – BSc – 2:1 – Computer Science for Games 2019-2022

- Attended regular scrum meetings with teammates and lecturers to discuss what goals we plan to achieve within the week and what we have accomplished in the last week.
- Updated my progress on Trello, showcasing how much time I have spent, and the total time left I predict I would spend on each task.
- Efficient use of GitHub for source control on each of my projects.
- Collaborated with Designers and Artists to realize their ideas into the project.
- Developed Games using an Object-Oriented Design, allowing the systems to efficiently be expanded with additional content.
- Contributed to Technical Design Documents detailing the systems I worked on.
- Experience in working on PS4 and PC games.
- Created a game by myself, using DirectXTK to create a 2D platformer using assets I created.
- Unity Group Project with a tight deadline of 6 weeks achieved.

### Aardvark Swift Recruitment - Work Experience 2018-2018

- Used Bullhorn to input and update information in their database about clients.
- Consulted with employees in the office when an issue would arise.
- 4-day work experience

## Education

### Sheffield Hallam University 2019-2022

- BSc - 2:1 - Computer Science for Games

### Thomas Rotherham College 2017-2019

- Achieved 4 A Levels:
  - Maths (A)
  - Further Maths (B)
  - Computer Science (B)
  - Physics (C)

### Dinnington High School 2012-2017

- Achieved 9 GCSEs, (A-C), including English (6), Maths (8) and Science (A)

## Hobbies

- Game Development on Roblox
- Video Games
- Card Games

## Key Skills

- **Software**
  - Visual Studio
  - Unity Engine 5
  - Unreal Engine 4
  - GitHub
  - Autodesk 3DS Max
  - Microsoft Office Suite
- **Languages**
  - C++
  - C#
  - Lua
  - Python
  - HTML
  - CSS
  - .NET

References available on request