

SPECIALTIES


Procedural Game Design
Machine Learning
Software Development

CONTACT

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EDUCATION

 **LOYALIST COLLEGE**
Animation and Game
Development
2018 - 2020

 **CERTIFIED**
CompTIA A+
2011

WILLIAM MACLEOD

3D GENERALIST / PROGRAMMER

- Maya
- Houdini
- Substance painter/Designer
- ZBrush
- Adobe- After effects, Photoshop
- Unity3D
- Unreal
- Marvelous Designer
- UV Optimization
- Jira
- Gimp
- C#
- Python
- JavaScript
- Ruby

EXPERIENCE

3D GENERALIST

(LOYALIST VIRTUAL DEVELOPMENT OFFICE)

(April 2019 – August 2019)

- Redesigning level layout and evaluating new assets
- Creating aforementioned assets with high visual fidelity, as well as high optimization to run on projects target platform (IE WebGL)
- Meeting daily with the team, and management in various meeting formats. (Stand-up, Sprint)

SOFTWARE DESIGNER(MYZONE COMPUTERS)

(December 2015 - 2017)

- Coordinating with clients to finalize design specifications
- Auditing clients existing infrastructure for compatibility with requested software design
- build both PC and Android/iPhone applications
- Demonstration/training clients and staff
- Providing additional feature and bug fixes after completion and deployment based on client feedback

REGIONAL FRANCHISE OWNER

(MYZONE COMPUTERS)

(October 2011 - December 2015)

- Managing inventory / bills, financial growth planning
- Hiring, firing, and general oversight of staff
- Managing advertising/ social media campaigns
- Coordinating with other businesses on cross-promotions
- Contacting new potential clients and revenue streams