



William de Try

Game Development student at Stockholm University with experience in C++, C#, and Unity, currently expanding into OpenGL and graphics programming. Passionate about building immersive and technically grounded gameplay systems, combining creativity with problem-solving. Strong teamwork skills and a proactive mindset developed through both academic and personal projects.

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Skills

- C++, C#, Java | Unity, Unreal Engine, SDL
- Game Programming
- Teamwork & collaboration
- Initiative
- Problem Solving
- Git & Version Control

Certifications

- Java Programming II – University of Helsinki (MOOC.fi)
- Java Programming I – University of Helsinki (MOOC.fi)

Languages

- Swedish (native)
- English (bilingual)

Interests

- Music (Mostly Guitar)
- Gaming
- History

Education

Bachelor's Degree in Game Development (In Progress)

September 2024
Current

Stockholm University, Stockholm

Alla courses from the first year completed.

Example courses:

- Programming 1 & 2
- Game Design
- Object Oriented Analysis and Design
- 3D Rendering
- Mobile Application Development

Self-Directed Studies in OpenGL & Graphics Programming

September 2025
October 2025

Actively studying modern OpenGL, GLSL, and low-level rendering concepts outside of formal coursework. Developing a hands-on understanding of the graphics pipeline from vertex processing and transformations to rasterization and shading. Maintaining a public devlog that documents key insights, experiments, and the step-by-step process of building rendering systems in C++.

Social Sciences Program

August 2020
June 2023

Upplands-Bro High School, Upplands-Bro

2023 Award:

Diploma from Upplands-bro Gymnasium awarded due to very good study results "Your curiosity about social issues and positive attitude have created good impressions during your three years in the social sciences program. Now this has led to very good study results and a solid foundation for continued university studies."

Development Projects

Rasterizer Project

November 2025

A pure C++ software rasterizer that renders OBJ models entirely on the CPU. Integer line drawing, barycentric triangle fill, back-face culling, and screen-space projection to an in-memory framebuffer. Full write-up in the devlog.

OpenGL Learning & Development Blog (C++, OpenGL, GLSL)

October 2025

Ongoing self-directed exploration of real-time rendering and modern OpenGL. Developing a custom rendering pipeline in C++ with modular stages

for vertex transformation, rasterization, and fragment shading. Experimenting with shaders written in GLSL to implement lighting, texturing, and depth buffering. Each milestone is documented in a multi-part devlog that explains the underlying graphics concepts and design choices behind the implementation.

Prizm - Puzzle Adventure (Unity, C#)

June 2025

Developed and released a mobile puzzle-adventure game as Lead Game Programmer, built in Unity using C#. Designed and implemented core gameplay systems and puzzle mechanics. Available on the App Store and Google Play.

<https://apps.apple.com/se/app/prizm-puzzle-adventure/id6749238738?l=en-GB>

● Work experience

Butiksmedarbetare (deltid), Snabbgross

May 2024

Snabbgross, Stockholm

Current

- Delivered exceptional customer service to enhance shopping experience.
- Managed inventory levels to ensure product availability at all times.
- Maintained store cleanliness and organisation to meet company standards.

Social Entrepreneur

June 2022

Rookie Startups, Stockholm

June 2022

I worked with social entrepreneurship where I developed a business idea to solve a local problem within the Stockholm City Municipality. The business idea and business plan were submitted to the Stockholm City Municipality. I worked in a group of 4 people and we were selected as the team of the year.

● Achievements

Rookie Startups – Team of the Year (2022)

Recognized for teamwork and innovation during a youth entrepreneurship program.

Academic Award – Upplands-Bro Gymnasiet (2023)

Received diploma for excellent academic results and curiosity in social sciences.

● References

References available upon request