

William de Try



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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.

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

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|---------------------------|---|
| September 2024 Current | Bachelor's Degree in Game Development (In Progress) Stockholm University, Stockholm Alla courses from the first year completed. Example courses: <ul style="list-style-type: none">• Programming 1 & 2• Game Design• Object Oriented Analysis and Design• 3D Rendering• Mobile Application Development |
| September 2025 Current | Self studies in OpenGL Currently running a small devlog detailing my journey through learning OpenGL. |
| August 2020 June 2023 | Social Sciences Program 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

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|-------------------------|--|
| April 2025 June 2025 | Prizm - Puzzle Adventure (Unity, C#) 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 |
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September 2025
Current

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

Self-directed study in graphics programming, developing a custom rendering pipeline and documenting the process in a multi-part DEV blog series.

Years of Games: Journey Through the Decades (Unity, C#)

Lead programmer on a collection of mini-games developed in one week for the Game Development 20-Year Anniversary Jam. Each mini-game represents a different era of gaming, featuring unique mechanics and visuals.

<https://noticeablesmeh.itch.io/years-of-games>



Work experience

May 2024
Current

Butiksmedarbetare (deltid), Snabbgross

Snabbgross, Stockholm

- 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.

June 2022
June 2022

Social Entrepreneur

Rookie Startups, Stockholm

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