

# 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

September 2024  
Current

### Bachelor's Degree in Game Development (In Progress)

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

October 2025  
November 2025

### Rasterizer Project (C++)

Created a pure C++ software rasterizer rendering .OBJ models entirely on the CPU. Implemented Bresenham line drawing, barycentric triangle rasterization, back-face culling, and perspective-correct projection into a custom in-memory framebuffer. Developed lightweight math utilities (Vec2/Vec3, dot/cross products, normalization) and integrated basic z-buffering for depth handling. The project served as a foundation for understanding how modern GPUs process geometry and pixels.

September 2025  
October 2025

### Self-Directed Studies in OpenGL & Graphics Programming

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++.

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

October 2025  
November 2025

### Rasterizer Project

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.

September 2025  
October 2025

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

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.

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>

### 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://noticeablemeh.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