

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

Sept 2024
Current

Bachelor's Degree in Game Development (In Progress)

Stockholm University, Stockholm

All courses from the first year completed.

Example courses:

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

Sept 2025
Oct 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++.

Aug 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

Oct 2025
Nov 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) <p>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.</p>
April 2025 June 2025	Prizm - Puzzle Adventure (Unity, C#) <p>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.</p> <p>https://apps.apple.com/se/app/prizm-puzzle-adventure/id6749238738?l=en&mt=8</p>
	Years of Games: Journey Through the Decades (Unity, C#) <p>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.</p> <p>https://noticeablesmeh.itch.io/years-of-games</p>

💼 Work experience

May 2024 Current	Butiksmedarbetare (deltid), Snabbgross Snabbgross, Stockholm <ul style="list-style-type: none"> • 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 <p>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.</p>

📋 Achievements

	Rookie Startups – Team of the Year (2022)
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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