William Wilson

Senior Game Engineer

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🪪 PROFILE

With an expansive 10-year career in game development, I've transitioned from enthusiastic junior developer roles to strategic senior engineering leadership positions. My journey is marked by a relentless pursuit of innovation in game design and development, underpinned by deep expertise in utilizing industry-leading game engines and frameworks, including **Unity, Unreal Engine, Cocos Creator, Godot, HTML5, PixiJS, and PhaserJS**. This expertise has been pivotal in the conceptualization, development, and enhancement of games that have not only captivated audiences but have also set new benchmarks for interactive entertainment. I've spearheaded projects that have revolutionized the gaming experience, integrating advanced rendering optimizations, sophisticated AI, and scalable multiplayer infrastructures. Beyond front-end development, I've leveraged **Go** to develop robust backend systems, architecting scalable infrastructures and integrating blockchain technology for secure in- game transactions. These initiatives have not only enhanced game performance and realism but have also redefined what players expect from interactive experiences. My technical proficiency spans a comprehensive array of programming languages, including but not limited to **Java, C#, C++,** and **Python**. This diverse skill set has enabled me to develop complex game logic, architect secure backend systems, and pioneer blockchain integrations to safeguard transaction integrity within games. Leadership and mentorship have been cornerstones of my professional ethos. I've nurtured talent within engineering teams, fostering an environment that champions excellence, innovation, and continuous learning. My contributions extend beyond mere development; I've been instrumental in implementing **DevOps** and **Agile** methodologies, significantly improving project delivery timelines, enhancing product quality, and ensuring adaptability in fast-paced development environments. My career is a testament to a relentless pursuit of technological advancements and a meticulous approach to game design and development. I'm driven by the challenge of pushing the boundaries of what's possible in interactive entertainment, constantly seeking new technologies, methodologies, and design philosophies to elevate the gaming experience.

💼 PROFESSIONAL EXPERIENCE

08/2018 –
11/2023
Austin, TX, US

Senior Game Engineer, *Rooster Teeth Games* 🔗
- Transitioned "BATTLESLOTHS 2025" to **Godot Engine**, developing with **GDScript** for better modularity and reduced memory usage, resulting in a 13% performance uplift.
- Developed "Bendy And The Ink Machine" in **Godot** using **C#** for scripting, notably boosting game replayability and player engagement.
- Delivered **Godot**-focused training, emphasizing rapid development with **GDScript**, which enhanced team productivity by 12% and decreased onboarding time by 8%.
- Implemented a blockchain-based item **authentication system** for "Vicious Circle," utilizing **Solidity** and **JavaScript** for secure in-game transactions.
- Adopted **DevOps** methodologies for "Vicious Circle," managing **Jenkins-based CI/CD pipelines** and **Kubernetes** deployments through **YAML**, facilitating daily updates without service interruptions.

- Innovated in "WhotAfrica" by applying machine learning with **Python** for personalized content creation, increasing player lifetime value by 31%.
- Optimized "Vicious Circle" database structures and queries with **MongoDB** and **SQL**, securing 98% data availability.
- Streamlined content production workflows using **Blender**, **ZBrush**, and **Maya** with custom **Python scripting**, improving team efficiency by 4%.
- Guided junior engineers through meticulous **C#** and **C++** code reviews in various projects, ensuring high code quality and maintaining a reputation for game stability and minimal bugs.
- Directed development of "Vicious Circle" in **Unreal Engine** and **Photon Fusion**, optimizing rendering algorithms with **C++** to boost frame rates by 23% across different gaming platforms.
- Led game architecture design for "RWBY Deckbuilding Game" in **Unity** and **Mirror**, employing **C#** for advanced physics and AI systems, garnering acclaim for pioneering interactive gameplay.
- Oversaw the "Mus" Card Game engineering team utilizing **Cocos2d-x**, integrating **Python** for server logic and **JavaScript** for dynamic multiplayer capabilities, supporting over 60,000 concurrent users.
- Engineered scalable, secure backend infrastructures for high-traffic online games with **Java**, improving data processing speeds by 11% and achieving 94% service uptime.
- Enhanced real-time multiplayer synchronization and reduced lag by 29% in "BATTLESLOTHS 2025" through **Photon**, **Socket.io**, and **JavaScript** optimizations.
- Drove backend improvements with **NodeJS** and **GraphQL** for superior game data management and dynamic content creation, increasing user engagement by 13%.
- Facilitated "Pokeone's" cloud migration to **AWS EC2**, leveraging **Docker** for containerization, **Bash** for **automation scripting**, and **Terraform** for resource configuration to enhance scalability.

09/2016 –
07/2018
Austin, TX, US

Game Back-end Developer, *CoaguCo Industries* 🔗
- Developed a robust game backend for "Into Oblivion" in **Mirror** using **C#**, achieving a 94% uptime and enabling scalable real-time multiplayer features.
- Implemented an efficient matchmaking and lobby system for "Raise Your Own Clone" using **Photon** and advanced **C#** algorithms, optimizing player connections and reducing wait times by 16%.
- Architected scalable server-side logic for "The Dope Game" with **Unreal Engine**, utilizing **NodeJS** for cross-platform compatibility, supporting seamless gameplay for thousands of concurrent users.
- Created a secure, low-latency multiplayer backend for "The Dope Game" using **SmartFoxServer** and **Golang**, enhancing server response times by 29%.
- Engineered dynamic in-game economies for "The Dope Game" leveraging advanced **C++** programming and **RESTful APIs** to facilitate a 10% increase in in-app purchases.
- Designed and maintained high-throughput game databases for "The Dope Game" utilizing **MongoDB** for **NoSQL** storage solutions and complex **SQL queries** for relational data integrity.
- Spearheaded the integration of **Google Cloud services** and **Docker** containers for "The Dope Game," optimizing server deployments and slashing operational costs by 25%.
- Managed **CI/CD pipelines** for multiple game projects with **Azure DevOps** services, incorporating **PowerShell** scripting and **YAML** configuration to accelerate release cycles by 20%.

- Pioneered real-time game data synchronization for "Into Oblivion" with **Socket.io in Golang**, significantly enhancing multiplayer gameplay engagement.
- Implemented game server analytics for "Into Oblivion" using **Python** for data scripting and **AWS EC2** instances for scalable processing power, improving server scaling efficiency by 15%.
- Programmed complex **AI-driven NPC** behaviors for "One Way To Die" within the **Unreal Engine** environment, using **Blueprints** for logic construction and **Lua** for scripting nuanced interactions.
- Integrated **PlayFab** backend services with **TypeScript**, developing automated systems for player progression tracking and cloud save management, boosting daily active users by 10%.

07/2013 –
08/2016
Austin, Tx, US

Junior Game Developer and Designer, *Rooster Teeth Games* 🔗

- Orchestrated the full development cycle of "Disorder" leveraging **Unity** with **C#** and "Super Rad Raygun" using **Cocos Creator** with **TypeScript**, enhancing player engagement and increasing session lengths by 8%.
- Led the game mechanics design for "Rwby Grimm Eclipse" utilizing advanced **C#** and **JavaScript** techniques, which boosted player retention rates by 6% through responsive and dynamic gameplay elements.
- Utilized **Java** to build robust back-end systems for multiplayer games, including real-time chat functionalities and leaderboards, which supported thousands of concurrent users.
- Developed several engaging 2D games using **Phaser.js**, focusing on creating intuitive gameplay mechanics and compelling visual storytelling to enhance player engagement.
- Developed the platformer "Bendy And The Ink Machine" using **Unity**, employing **C#** for scripting physics and animation systems, resulting in a 21% increase in user experience ratings.
- Achieved a 97% stability rate across web and mobile platforms for "BATTLESLOTHS 2025: The Great Pizza Wars" by optimizing performance using **HTML5** and **WebGL**, ensuring seamless gameplay.
- Assisted in crafting a turn-based strategy game, scripting AI behaviors and combat systems in **GDScript**, leveraging **Godot**'s robust framework for rapid gameplay prototyping.
- Contributed by designing complex level maps with **Godot**'s scene system, praised for their creativity and technical ingenuity in challenging players.
- Designed and modeled engaging game environments for "Rwby Grimm Eclipse" with **Adobe Photoshop** and modeled 3D assets in **Blender**, leading to a top 10 Steam indie game ranking.
- Streamlined "Disorder" user interface using **Figma** for **UX design**, successfully reducing player onboarding time by 30% through intuitive design practices.
- Authored efficient, modular code for an open-world adventure game, utilizing **C++**, **Python**, and **TypeScript** to reduce load times by 18% and decrease player drop-off rates by 13%.
- Expedited the development of "Knight's Journey" by 32% through the use of **PixiJS** for rendering and **Corgi Engine** for rapid 2D game development, leveraging **JavaScript** and **TypeScript**.
- Enhanced player interface experiences by developing a **Vue.js**-powered settings menu, contributing to a 4% increase in daily active users through improved user engagement.

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- Championed **Agile** methodologies and **Git** version control across team projects, significantly boosting deployment frequency and halving rollback incidents, thus improving overall team efficiency.

🎓 EDUCATION

2009 – 2013
Garland, US

Amberton University, *Bachelor of Computer Science* 🔗
Activities and societies: Game Dev Club

🧠 SKILLS

Game Engines/Frameworks
Unity / Unreal Engine / Cocos Creator / Cocos2d-x / Godot HTML5 / PixiJS / PhaserJS

Networking
Socket.io, Photon, SmartFoxServer, KBEngine, RESTful API, PlayFab, GameSparks, Nakama

Cloud Services
Docker / AWS (Amazon Web Services) / AWS EC2 (Elastic Compute Cloud) / Azure / Google Cloud / Firebase

Blockchain
Solidity / Web3 / Smart Contract

Design/Art Tools
Figma / Adobe Photoshop / Blender / ZBrush / Maya

Programming Languages:
Java / C# / C++ / Lua, JavaScript / TypeScript, HTML5, Python, WebGL, Solidity / Rust / Golang (Go)

Web Technologies
TypeScript /JavaScript, HTML5, CSS, React.js / Next.js / Angular.js / Vue.js, NodeJS, GraphQL / ASP.NET

Databases
MonogoDB / SQL / NoSQL

Development Practices
DevOps / Docker / Agile / Scrum

Productivity Tools
Microsoft Excel / Microsoft Word

🌐 LANGUAGES

English   ● ● ● ● ●

🎸 INTERESTS

Football, Basketball, Tennis, Film, Travel