

WILLIAM LACALLE

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EDUCATION

BS COMPUTER SCIENCE, SOUTHERN ARKANSAS UNIVERSITY

May 2021

- GPA: 3.95, Graduated with Honors College

WORK EXPERIENCE

SOFTWARE ENGINEER, GAMIGO US

Trove | 2022-PRESENT:

- Working as a gameplay on a voxel style MMO. Fixed bugs, worked with UI, tweaked old game mechanics, and made new game mechanics on both client and server sided code.
- Tools used: C++, Flash/ActionScript 3, Perforce (P4)

PROGRAMMING CONTRACTOR, CYCLE SQUID STUDIOS

Rummage | 2021-2022:

- Awarded First in Indie/Professional category at Computer Science & Gaming Conference (CSGC) 2022.
- Worked as a programming contractor on a game where the player builds and customizes his tools to explore the game world and solve puzzles.
- Worked on the procedural crafting system, save system, quest system, and player controller.
- Tools used: C#, Unity, Git, Shader Graph, HLSL

PROJECTS

INDIE GAME DEVELOPMENT, EZ STREET STUDIOS

Blindside | Team of 2 | 2023 - PRESENT:

- Implemented animations, movement, and an equipment/weapon system for the player, working on both client and server sided code as a gameplay engineer in Unreal Engine 5.
- Tools used: C++, Unreal Engine 5, Git

GAME PROGRAMMING, SOUTHERN ARKANSAS UNIVERSITY

Bomb Voyage [Available on Steam] | Team of 20 | 2020-2021:

- Took the role of Lead Programmer for this game where 4 players must outrun and outwit each other and hold onto an object for the longest amount of time.
- Worked on a character controller for both the player and A.I. using SOLID principles.
- Tools used: C#, Unity, Git

Mote Engine Raycaster | Solo | 2020:

- Worked with an open-source game engine to make a map editor and Raycaster.
- Tools used: Mote Game Engine, Lua, Git

SKILLS

Unity, Unreal Engine 5, Git, Perforce, Unreal Blueprints, C#, C++, Java, Python, Lua, Data Structures, Algorithms, HTML5, CSS3, JavaScript, NodeJS, PHP, MySQL, OpenGL, HLSL, Shader Graph, Networking, Windows App Development