Whitman Wilson

Broken Arrow, Oklahoma, 603-205-3051, whitmanwilson@gmail.com

Portfolio: https://whhwii.github.io/ LinkedIn: https://www.linkedin.com/in/whitman-wilson/

Recent Game Development graduate looking for industry position

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Skills

- C#
- C++
- GIT
- P4V
- Unity
- Godot
- Unreal
- OpenGL, GLSL

- MySQL
- HTML & CSS
- MS and Google Suites.
- AGILE Methodology
- Scrum
- Jira
- 3D math

Recent Experience

Monster Eater, School Project, Survival Crafting Dungeon Crawler, June 2024 - July 2024

- All player mechanics including combat, abilities, interactions, weapons, items, and movement.
- Item and Inventory system.
- Lead Programmer.

3D Renderer in OpenGL, School Project, October 2023 - November 2023

- 3D graphic rendering in OpenGL, Including lighting and Shaders
- Live rendering of imported game assets for Galaga Clone.

Education

Full Sail University, Orlando FL, Bachelor's Degree in Game Development, Graduating - 2024

Work History

Tier 1 Noc Analyst, December 2020 - July 2024
Sagenet, Tulsa, OK

- Configuring network, display, and marketing content for digital signage media players
- Providing remote tech support for digital signage solution hardware and software.
- Communicating with business clients in a timely and professional manner in order to organize operations including part orders and onsite support visits.

References

Chris McGowen
Supervisor, Sagenet.
918-884-5522

Noah Forest
Co-Developer
918-882-8450