

Whitman Wilson

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

Portfolio: <https://whhwii.github.io/> LinkedIn: <https://www.linkedin.com/in/whitman-wilson-ba7970168/>

Recent Game Development graduate looking for industry position

Skills

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|----------------|-------------------------|
| • C# | • MySQL |
| • C++ | • HTML & CSS |
| • GIT | • MS and Google Suites. |
| • P4V | • AGILE Methodology |
| • Unity | • Scrum |
| • Godot | • Jira |
| • Unreal | • 3D math |
| • OpenGL, GLSL | |
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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.
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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.
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References

Chris McGowen
Supervisor, Sagenet.
918-884-5522

Noah Forest
Co-Developer
918-882-8450

