William Smith

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PROFESSIONAL STATEMENT

Computing graduate with a keen interest in software engineering, most experienced with C# / Java and experience in using development strategies such as Test-Driven Development, as well as developing an application in a team using SCRUM for incremental development. Experienced in structural patterns such as MVC, and design patterns such as Factory, Observer, Command etc.

SKILLS

LANGUAGES

- C# (3 Years) – Object-Oriented Programming / Entity-Component-System / MVC / Unity Engine
- Java (1 Year) – Object-Oriented Programming
- C (1 Year) – Simulating Robots / Programming Arduino microcontrollers
- C++ (2 Months) – Programming In Unreal Engine

SOFTWARE

- Visual Studio (3 Years)
- GitHub (2 Years)
- Unity Engine (3 Months)
- MonoGame/XNA (3 Years)
- Android Studio (1 Year)
- Unreal Engine (2 Months)

SOLO PROGRAMMING EXPERIENCE

- Written two basic Object-Oriented and Entity Component System game engine architectures using the MonoGame Framework and compared their creation/termination times and 5-minute run-time performance (CPU, RAM, FPS) for a final year project.

TEAMWORK PROGRAMMING EXPERIENCE

- Lead Developer in a team of 2 using MonoGame/XNA, programming a 2D Game Engine architecture and a stealth-based game demo including visual novel elements to highlight story creation.
- Lead Developer for an Image Processing application using the 'Moq' framework to use TDD to ensure bugs/glitches are negated before including the code in the main project. Uses architectural patterns such as an MVC and Factory, and behavioural patterns such as Command and Observer.
- Project Manager in a team of 4 for a 2D game project built in Godot Engine, and as a secondary developer, programmed back-end systems such as GUI, file saving and level/menu transitioning.

EDUCATION

University of Worcester (Sep 2019 – May 2022)

- Computing BSc (Hons) – First-Class Honours

Relevant Modules:

- Advanced Game Design & Engineering
- Object Oriented Design & Development
- Mobile Application Development
- Applied Software Engineering
- Nature of Computing
- Robotics

Kidderminster College (Sep 2016 – July 2019)

- Pearson BTEC Level 3 Extended Diploma in IT Network and Systems Support – D*D*D*
- OCR Level 2 Cambridge Technical Diploma in Media (Games Design & Development) – D*

Lacon Childe School (Sep 2011 – June 2016)

- 9 GCSEs graded A-C, including Mathematics, English Language/Literature and Science.

WORK EXPERIENCE

Part-Time Local Grocery Shop Worker (2017 - Present)

- Small family-owned business working in a team of 4.
- Assisting and serving customers as well as fulfilling delivery orders.

HOBBIES

- Making games using Unity or Godot to develop programming skills, preferably in C#.
- Playing racing games/driving simulators (e.g., Gran Turismo 7, Euro Truck Simulator 2) with a racing wheel setup.