WILLIAM BLACKNEY

Software Developer and Founder of Viking Roo Studios

BASIC INFORMATION

Enghavevej, Vesterbro 1674, Denmark
william.blackney@hotmail.com, 51800027

LINKS

Web Portfolio: williamblackney.com
Viking Roo Games: https://store.steampowered.com/app/2242110/We_Are_Gladiators/
Personal Game Portfolio: https://blackney-studios.itch.io
GitHub: https://github.com/WillBlackney
Linked In: https://www.linkedin.com/in/william-blackney-a4a4b878

WORK EXPERIENCE

Founder And Lead Software Developer   01/06/2023 - Ongoing
Viking Roo
- Project manager and Unity developer of the company's flagship game: 'We Are Gladiators'
- Managing a team of employees and cofounders
- Responsible for community management, accounting, business management, marketing, and logistics in true startup fashion.

Game Developer   August 2022 - Ongoing
Serious Games Interactive
- Creating educational games with Unity for a wide variety of platforms (PC, mobile, web, VR, etc) and demographics (children, migrants, vision and hearing impaired, elderly, etc).
- Builing front end web applications and games with React and Vue.js.

Student QA Developer   October 2021 - July 2022
Unity Technologies
- Creating games with ECS/DOTS in 4-6 week sprints with a team of student developers.
- Reporting bugs and useability concerns to the relevant developers/teams within Unity.
- Contributing sample projects and learning materials to the 'Learn DOTS' ecosystem at Unity.

Front End Developer Intern   January 2022 - April 2022
Walor
- Front end development using React, Redux, Typescript.
- Contributed to the companies flagship web app product.
- Testing and QA.

Student Software Developer   January 2021 - October 2021
Oticon Medical
- Building mobile games with Unity Engine for users with cochlear implants and/or hearing disabilities.
- Game design + project managment.
- Coaching + managing project interns.

Front End Developer Intern
Park Bird

July 2020 - November 2020

- Front end web development with React.
- Mobile development with React Native.
- Created the company's admin tool web app for managing bookings.
- Contributed to the company flag ship mobile app.

EDUCATION

Bachelor of Computer Science and Web Development
Zealand Institute of Business and Technology

August 2018 - June 2022

Skills

- C#, C++, Java, Javascript + Typescript, Python, PHP.
- Game Development with Unity Engine.
- Web, Database, and API development with React, ASP.NET, Azure, and SQL.
- Cross platform web/mobile development with Angular + Ionic.
- Full stack development with Django and Blazor
- Mobile Development with Android Studio, Unity, React Native and Ionic.
- Scrum, Agile and Project Management Methodologies

Bachelor of Music
University of Western Sydney

March 2012 - November 2016

Majoring in:

- Sound Technologies
- Sound Engineering
- Music Theory

High School Certificate
St. Andrews Cathedral School - Sydney

October 2008 - October 2009

- Mathematics (Standard)
- Mathematics (Advanced)
- Physics
- English (Advanced)
- Music (Advanced)
- Chemistry

REFERENCES

References available upon request.