



William H Blackney

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LINKS

Web Portfolio: williamblackney.com
Game Portfolio: <https://blackney-studios.itch.io>
GitHub: <https://github.com/WillBlackney>
Linked In: <https://www.linkedin.com/in/william-blackney-a4a4b878>

WORK EXPERIENCE

Serious Games Interactive

August 2022 — Ongoing

Game Developer

- Creating educational games with Unity for a wide variety of platforms and demographics.
- Building front end web applications and games with React and Vue.js.

Unity Technologies

October 2021 — July 2022

Student QA Developer

- Creating games with ECS/DOTS in 4-6 week sprints with a team of student developers.
- Reporting bugs and usability concerns to the relevant developers/teams within Unity.
- Contributing sample projects and learning materials to the 'Learn DOTS' ecosystem at Unity.

Walor

January 2022 — April 2022

Front End Developer Intern

- Front end development using React, Redux, Typescript.
- Contributed to the company's flagship web app product.
- Testing and QA.

Oticon Medical

January 2021 — October 2021

Student Software Developer

- Building mobile games with Unity Engine for users with cochlear implants and/or hearing disabilities.
- Game design + project management.
- Coaching + managing project interns.

Park Bird

July 2020 — November 2020

Front End Developer Intern

- 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's flagship mobile app.

EDUCATION

Bachelor of Computer Science and Web Development

August 2018 — June 2022

Zealand Institute of Business and Technology

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

March 2012 — November 2016

University of Western Sydney

Majoring in:

- Sound Technologies
- Sound Engineering
- Music Theory

High School Certificate

October 2008 — October 2009

St. Andrews Cathedral School - Sydney

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

REFERENCES

References available upon request.