William Blackney

Software Engineer

Basic information

👤 William Blackney

✉️ william.blackney@hotmail.com

📞 +45 51800027

🏠 Enghavevej, Vesterbro 1674, Denmark

🚩 Australian

Links

Web Portfolio: www.williamblackney.com
Game Portfolio: https://vikingroo.itch.io/
GitHub: https://github.com/WillBlackney
LinkedIn: https://www.linkedin.com/in/william-blackney-a4a4b878

Skills + Tools

Languages: C#, Javascript / Typescript, PHP, SQL.
Gaming: Unity, WebGL.
Front End Web: React, Vue, Redux, Next.js.
Back End Web: .NET, Node.js, GraphQL
Full Stack Web: AWS, Firebase, Laravel.
Mobile: React Native, Xamarin.
DevOps: Kubernetes, Docker, Unity Gaming Services, Azure DevOps, Circle CI, Github Actions, Vercel.
Design: Photoshop, Illustrator, Figma, Miro.
Misc: Git, Jira, Pro Tools, PowerShell, SCRUM.

Work experience

Software Developer   **August 2022 - Ongoing**
Serious Games Interactive
- Created 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).
- Built front end web applications and browser games with React + Vue.js.
- API and backend development with .NET. Contributed to the company's internal systems, databases and API's for online match making, leaderboards, chat rooms and co-op games.

QA Software 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   **January 2022 - April 2022**
Walor
- Front end development using React, Redux, Typescript.
- Contributed to the companies flagship web app for whistleblower compliance. Implemented routing and navigation, user registration, login, security, and more.
- Championed the initial setup of app testing with Jest.

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   **July 2020 - November 2020**
Park Bird
- 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   **August 2018 - June 2022**
Development
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