

William Burdick

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GRAPHICS PROGRAMMER, SOFTWARE ENGINEER, ENGINE PROGRAMMER

Professional Software Engineer with a decade of experience in C++, passionate about realtime rendering and 3D graphics. Lifelong gamer hoping to be a part in developing games for the next generation.

KEY ACHIEVEMENTS & AWARDS

- Developed tools software in collaboration with international game development teams, improving efficiency in payable development.
- Completed deliveries of 3 major player iterations for international slot machine software.
- Resolved 50 bugs in slot machine software and tools suite within 2 years.
- Earned a 10% raise in salary within 1 year of employment.

CORE COMPETENCIES & TECHNOLOGY

- C/C++, C#
- OpenGL
- GLSL
- Unity Engine
- Unreal Engine 5
- GitHub
- Git
- Jira
- Confluence
- Visual Studio

EXPERIENCE

AGS LLC – Duluth, GA

November 2022 - Present

Software Engineer I

Responsible for developing new features, tools software, and correcting bugs in slot machine software for an iterative, international platform.

- Resolved 50 bugs with platform software and tools suite.
 - Participated in testathons with the QA team to discover new bugs in the latest player iteration.
 - Developed new tools software for game developers and QA using C#, improving efficiency in game development and quality of testing done by QA.
 - Utilized Agile software development to plan and execute development on an iterative and live product.
- Developing new features and resolving existing bugs and field issues with short deadlines.

Lakeshirts LLC – Loveland, CO

June 2021 - July 2022

Software Developer

Developed and maintained SQL database software using C#, and performed daily IT tasks as needed.

- Utilized C# to develop a new web-based SQL frontend for the company's database.
- Learned Visual Basic while maintaining a pre-existing database frontend.
- Solved IT problems as they arose with warehouse and sales staff.

EDUCATION

Bachelors, Computer Science, University of Kansas – Lawrence, KS