

William Haslet

williamhaslet@gmail.com
[linkedin.com/in/williamhaslet](https://www.linkedin.com/in/williamhaslet)
[Game Portfolio](#)

Project Experience

Published Mobile Game 2018

Blocko

- Programmed gameplay and UI
- Created art and sound effects
- Read reviews and worked with play testers to make design adjustments
- Published to iOS and Android
- Updated the game's content after release
- Implemented online leaderboards using a third-party service

Cross Platform Game 2019

Astroblaster

- Extended Unity3D's default text functionality
- Optimized for the large number of ships, projectiles, and background elements

Networked Game Jam Project 2020

Gold Rush

- Set up a split screen multiplayer system
- Built a webpage to act as the game controller and programmed server/client sockets for the player controller system
- Used Perlin noise to generate unique levels

Game Jam Project Lead 2018

Oblation

- Managed task allocation and feature cuts for a team of three with a 48-hour deadline
- Programmed the character controller and interactive props

Game Mechanics Study 2021

- Built a karting system that supports vertical and upside-down tracks
- Programmed a spline curve editor tool
- Used spline curves to create AI that can follow the track
- Wrote a full screen post-processing effect that enhances feeling of speed

Education

University of Virginia

Bachelor of Science, Computer Science, Expected Graduation 2023

GPA: 3.71 / 4.0

Relevant Courses: Computer Architecture, Linear Algebra, Program & Data Representation, Theory of Computation, Software Engineering

Internships

Observational Intern 2018

Centra Lynchburg General Hospital

Technical Skills

Gameplay Programming, Graphics Pipelines, Shader Programming, Web Front End, UI/UX

Languages

C#, C++, Python, JavaScript, HTML/CSS, SQL, HLSL, Bash, PowerShell

Technologies

Unity3D, Git, OpenGL

Portfolio

For more detail about the projects I've worked on and gifs of their gameplay, view my game portfolio at williamhaslet.github.io/gameportfolio.