

# WILLIAM NOBLE

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I have had a long-standing passion for playing games and I have always been able to imagine various ideas on how to improve them. I began studying computing at GCSE and moved on to a BTEC in software development. This has led me to studying Games Programming at degree level. I am currently looking forward to gaining my first professional position in the games industry.

## EXPERIENCE

2017 - 2021

**DATA ENTRY, ALLIANCE AUTOMOTIVE**

Main responsibility was reading data from invoices and comparing it to data in the company's own system. I carried out this role independently working from home with minimal supervision.

2016 1/11-31/12

**RETAIL ASSISTANT, TIGER**

Worked as part of the sales team coordinating restocking shelves to keep up with very high demand during the Christmas period. Able to work efficiently alone while also working with the team to ensure that the overall stock levels available in the shop stayed high.

## EDUCATION

2018-PRESENT

**COMPUTER GAMES PROGRAMMING BSC (HONS), UNIVERSITY OF DERBY**

During my time at University, I explored various modules working through general software development and leading into game development focused topics.

2016-2018

**BTEC LEVEL 3 EXTENDED DIPLOMA IN IT (SOFTWARE DEVELOPMENT),  
CHELMSFORD COLLEGE**

Achieved a triple Distinction star overall. Topics included creating a small game prototype and general programming basics covering Event driven, object oriented and procedural programming.

## SKILLS

- Reliable Team Player
- Proven Leadership Skills
- Excellent Attention to Detail
- Problem Solving

## ACTIVITIES

For my final year project, I am working on a game in the Social Deduction genre (Similar games being Among Us, Town of Salem & Werewolf). It is currently in the beta stage and is expected to be finished by May 2021. I am working on bringing it through the full development pipeline of concepting through to release.

While at university, I have worked alongside students of the Games Art course to create small games. In these projects I took a leading role in the team to ensure everyone was coordinated and working efficiently. In the second project that I have been working on throughout my third year I have doubled up my responsibilities and led the game design side of the project ensuring the game stays fun which included many iterations of one of our main game phases to ensure it felt fun based on external feedback.

I am an active member of the Esports society at my university. I am a team captain for the university's first Overwatch team for national competition leagues as well as being captain of the Overwatch varsity team where we competed against Northampton university.