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

FEB 2021 - PRESENT

GAME DEVELOPER, WIDE GNOME STUDIOS

My position at Wide Gnome Studios varies quite heavily depending on the current needs of the project. My main role is overseeing the creative direction for the game however it has become necessary for me to also assist in various aspects of development from design to gameplay implementation even to a small amount of basic backend network development. This has given me opportunities to explore various roles and gain experience in all of them.

EDUCATION

2018-2021

COMPUTER GAMES PROGRAMMING BSC (HONS), UNIVERSITY OF DERBY

During my time at University, I studied many modules with a focus on the basics of computer science with later moving into game development focused topics including two group projects tasked with making games, game behavior and a look at a 3D rendering API. Currently estimated to get a 2:1 degree with the possibility of a first.

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
- Analysis skills
- Strong logical thinking ability

ACTIVITIES

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 was an active member of the Esports society at my university. I was the 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. These activities helped bolster my leadership and organizational skills as well as helping to hone my decision making ability.