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| William Noble  07507 284734  Willnoble1709@gmail.com · <http://www.willnobledev.co.uk> - https://github.com/Willnoble83 |
| 1. 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

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| May 2017 – january 2021Data entry assistant, Alliance Automotive I worked as a data entry assistant as part of Alliance Automotive. This involved reading invoices from competitors and entering the data from those invoices into a database. This role helped me improve my attention to detail to ensure data entered was precise as well as maintaining a level of responsibility over myself as I was a remote worker. This meant I had minimal supervision usually only having contact with my supervisor once a month or more if other issues had arisen. November 2016 – December 2016christmas retail assistant, flying tiger copenhagen I worked as a Christmas temp as a retail assistant at flying tiger Copenhagen over the Christmas period in 2016. I gained valuable teamworking skills with working on my communication and ensuring tasks are completed efficiently with other members of my team. I also gained valuable experience in keeping my head cool in a stressful environment to make efficient decisions as well as keeping a keen eye on time management to ensure I did not fall behind on tasks. |

# Education

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| 2018-2021computer games programming bsc (hons) first, university of derby Modules: Programming (C&C#), Foundations of Computer Science, Computational Mathematics, Networking Fundamentals, Graphics Programming (C++), Team Project (Unreal Engine), Databases, Networks and Security (Python), Systems Programming (Assembly & C), Game Development (Unreal Engine/C++ Client with a python backend), Dissertation (Unreal Engine). The products of the graphics programming module and game development module can be viewed on my portfolio site. |
| 2016-2018BTEC LEVEL 3 EXTENDED DIPLOMA IN IT (SOFTWARE DEVELOPMENT) d\*d\*d\*, 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. |

# Projects

### September 2021 - pRESENT

## ‘Yapoi Engine’

‘Yapoi Engine’ is a 2D Game Engine I have started creating to further my understanding around C++. It utilizes SDL to power the drawing however the surrounding architecture is written to gain a deeper understanding on how a game engine should be structured and how other elements such as multithreading, loading worlds from files, and management of what is being rendered to the screen should work.

### February 2021 – May 2021

## ‘Spaceman Scramble’

Spaceman Scramble is a 4-player party game developed as part of a mixed-discipline team of artists and coders. I served as a team leader managing the progress of the project as well as leading development on features and backend multiplayer systems. The game was developed in Unreal Engine 4 with the backend systems being developed in python with integration into the client being done in C++.

# Skills

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| * Reliable Team Player * Proven leadership skills * Knowledgeable in various programming languages * Experienced with Unreal Engine | * Excellent attention to detail * Analysis skills * Strong logical thinking ability |

# Activities

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 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.

I am the owner of an online gaming community which has allowed me to develop my communication skills with keeping other people informed of updates within the community. This has also been allowing me to improve my organization to ensure events in the community happen smoothly and that smaller consistent groups within the community work smoothly and addressing any issues anyone has as soon as possible. This has also helped me develop my ability to understand feedback and how to turn generalized feedback into actionable changes to the community.