

William Gauvin

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SUMMARY

- Gameplay Programmer with a strong foundation in C++/C#, OOP, and systems architecture.
- Experienced in creating and maintaining custom tools, debugging complex gameplay systems, and automating workflows to improve productivity.
- Background in Unity and Unreal Engine development with proven ability to collaborate across disciplines
- Skilled at quickly adapting to unfamiliar codebases, troubleshooting technical issues, and delivering efficient, maintainable solutions in fast-paced production environments.

EDUCATION

Game Development Program | Programming Ottawa, ON | 2022 - 2025

Algonquin College | Advanced Diploma | 3.9 GPA

- Focused on C++/C# systems programming, optimization, and gameplay systems.
- Built custom engines in **OpenGL** and **DirectX12** with emphasis on modular design and performance.
- Collaborated on multiple projects simulating studio-level production workflows.

Computing | Artificial Intelligence Kingston, ON | 2020-2022

Queen's University | Bachelor | 3.3 GPA

- Analyzed cognitive architectures and AI's decision-making using Python.
- Explored mental representations in AI, including logic, rule-based systems, and neural networks.

EXPERIENCE

Hot Reload | GMTK Game Jam 2025 (Top 1% out of 9600+ submissions) Ottawa, ON | 2025

Team Lead / Quality Assurance / Gameplay & FMOD Audio Programmer

- Led a 5 person team in a 4 day jam, delivering a polished 3D puzzle game under extreme time constraints
- Programmed all **core gameplay mechanics** (puzzle logic, player controls, interaction systems) and integrated dynamic audio via **FMOD**, collaborating closely with sound designers for event driven sound.
- Build lightweight **debugging and interaction tools** to streamline testing of puzzle logic, and audio triggers.
- Conducted QA testing, logging and tracking issues in Trello, delegating fixes, and optimizing development workflows.

Postal Apocalypse | Pixel Parcel Productions Ottawa, ON | 2024 - 2025

Gameplay Programmer / Quality Assurance

- Performed manual testing across Windows and WebGL builds, identifying gameplay and performance issues.
- Wrote and updated test cases, and contributed to **automation of repetitive testing scenarios** to speed validation.
- Communicated issues across departments and collaborated to ensure fixes under tight production timelines.

Algonquin Game Development Program Ottawa, ON | 2024 - 2025

Program Assistant (C++/C#)

- Assisted lower year students in debugging gameplay and engine code..
- Explained advanced programming topics, helping others grasp core systems design principles.
- Strengthened rapid code comprehension and on-the-fly problem-solving abilities.