

WILLIAM RECH

bugcatching.github.io

PROJECTS

Dokisort - Sorting algorithm visualiser made with Python.

Dreambuffer - Massive server that marshals game objects using Google protocol buffers and then distributes them to a database and various clients.

Whimsy Meadow - a fully online multiplayer game written from scratch in Go (backend) and Three.js (frontend)

Kaizomorph: Battle Factory - an asynchronous/http multiplayer game written in Go on both ends, utilises protobufs for fast data transfer

Kaizomorph: Pets - A cross-platform video game made using the Go programming language.

SKILLS (ordered by proficiency)

Programming Languages: Python, Go, C

WORK EXPERIENCE

Robert Matamashi, Johannesburg

August 2018 - October 2018

Computer Repairs

Built and fixed computers at the hardware layer, installing fans, drives, power supplies, etc. Repaired broken capacitors and circuitry.

Kelly Pennington (weareay.uk), Remote

January 2021 - March 2021

Website Maintenance

Maintained website using custom CMS for large UK-based company wearepay.uk.

EDUCATION

Sacred Heart College, Observatory

Google Data Analytics Course, Coursera

Andrew Ng Machine Learning Course, Coursera