

Olivia Wilson

Sydney, Australia

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Education

University of Sydney

Bachelor of Information Technology (Major in Game Development)

Feb 2019 – Nov 2022 | Sydney, Australia

GPA: 6.2/7.0

Activities: Game Development Society President, Virtual Reality Lab Assistant, Women in Computing Mentor

Relevant Coursework: Game Engine Architecture, 3D Graphics Programming, Game AI, Interactive Storytelling, Physics Simulation, Procedural Content Generation, Real-time Rendering, Audio Programming

Exchange Program: DigiPen Institute of Technology 2021 (GPA: 3.9/4.0)

Work Experience

Game Programmer | Wargaming Sydney | Dec 2022 - Present | Sydney, Australia

- Developed gameplay systems and mechanics for AAA title using Unreal Engine 5 and C++.
- Implemented AI behaviors and pathfinding algorithms for non-player characters.
- Optimized rendering pipeline that improved frame rates by 30% on console platforms.

Game Development Intern | Gameloft | Nov 2021 - Feb 2022 | Brisbane, Australia

- Assisted in the development of mobile game features using Unity and C#.
- Created procedural level generation systems for infinite gameplay experiences.
- Contributed to cross-platform compatibility between iOS and Android versions.

Skills

Game Development: Unity, Unreal Engine, Godot, GameMaker Studio

Programming: C++, C#, Blueprint, HLSL/GLSL, Lua

Graphics: DirectX, OpenGL, Vulkan, Shader Programming, Rendering Techniques

Math: Linear Algebra, 3D Mathematics, Quaternions, Physics Simulation

Tools: Maya, Blender, Substance Painter, Houdini, Perforce, Git

Other: Game Design Patterns, Performance Optimization, Gameplay Programming, AI Programming, Procedural Generation

Certificates

Unity: Certified Professional Programmer

Epic Games: Unreal Engine Developer

NVIDIA: Graphics & Compute Developer

Awards

Best Technical Achievement - Australian Game Developer Awards 2023

1st Place - Global Game Jam 2022 (Sydney Hub)

Academic Excellence Scholarship for Game Development