**William Willden**

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**Education**

**Brigham Young University – Idaho**  **Expected Graduation: Spring 2018**

*Software Engineering Rexburg, Idaho*

* Related Courses: Data Structures, Software Design & Development, Technical Communication, Web Engineering, Video Game Design, ARM Assembly Language, Communication Essentials.
* CodeSpace: Collaborated and increased coding repertoire by participating in coding exercises and sharing personal projects.

**Work Experience**

**GamePulse** **July 2016 – Present**

*Cashier*

* Helped people make smart purchases by researching the products ahead of time.
* Showed trust by working the store alone.

**McDonalds May 2012 – May 2017**

*Shift Manager* *Feb 2015 – May 2017*

* Showed initiative to be better at my job by becoming ServSafe certified.
* Ensure crew team is efficient and friendly by using leadership and a strong work ethic.
* Used planning skills to help maximize every team member in their best positions.

*Crew Trainer* *June 2013 – Feb 2015*

* Used teaching skills to be able to train new crew members of the job.
* Helped other crew by showing them things I’ve learned while working on the job.

*Crew Member May 2012 – June 2013*

* Ensured every guest experience was a good one by being friendly and courteous to guests.
* Worked to improve myself at the job to make sure service was fast and accurate.

**The Church of Jesus Christ of Latter Day Saints Apr 2009 – Apr 2011**

*Missionary*

* Exercised communication skills to preach, befriend, and provide service to those in need in Brazil.
* “Go-get-‘em” attitude allowed me to learn Portuguese in short 5 month period.

**Projects**

**Nebula Gladiator (Desktop Video Game made in Unity and C#) Jan 2017 – Present**

*Senior Developer*

* Used programming knowledge in Unity and C# to contribute to development.
* Used Quality Assurance skills to test for bugs within the system.
* Contributed to the design of the full demo using skills learned from Video Game Design.

**Super Planet Blasters (Android Video Game made in Java) Sep 2016 – Dec 2016**

*Software Architect*

* Learned LibGDX library to construct the basic framework
* In charge of cleaning the code to make it more efficient