

William Thammavong

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Education

University of Utah; Salt Lake City, Utah 84112 – Bachelors of Science in Computer Science With Emphasis in Entertainment Arts and Engineering, May 2012

Experience

General Programmer, Utah Game Forge; Salt Lake City, Utah – August 2011- May 2012

- Collaborated with a team of 14 University students using Agile development practices to create an Xbox 360 game called Heroes of Hat
- Used the XNA framework along with C# and HLSL shader programming language
- Use of Maya application to create 3D models and skeletons to import to the game engine
- Developed the systems that displayed the out-of-game and in-game menus
- Created the framework that allowed animations to work properly on the Xbox 360
- Tasked with being the Scrum master that allotted tasks to fellow engineers and managed their time to complete sprints in a timely manner
- Other tasks included general debugging, optimization and refactoring of code when needed

Dell Business Tech Support, Teleperformance; Salt Lake City, Utah – May 2007- Nov 2007

- Communicated with many Dell business customers using online chat and/or voice to solve their many IT problems.
- Tasked included troubleshooting hardware and software on various Dell business machines and handling the orders of specific products to the customer when determining faulty hardware.
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Accomplishments

Developed and published a full Microsoft Xbox 360 console game on the Xbox Indie Channel

Skills

- Proficient in many programming languages and API's such as Java, C#, OpenGL, Javascript, CUDA, OpenMP, C++, C, HTML, CSS, SQL, and Python.
- Skilled in software and OS's such as Visual Studio IDE, Eclipse IDE, Unity Engine, GIT, SVN, Windows OS, OSX, and Unix

References

Available upon request