

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 of hundreds of models to work properly on the Xbox 360
- Tasked with being the Scrum master that allotted tasks to 14 engineers and managed their time to complete sprints every week
- Other tasks included general debugging, optimization and refactoring over a code base of over 8,000 lines

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.

Accomplishments

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

Skills

- 4 plus years with Java and C#. 2 plus years with C, C++, OpenGL, and CUDA, HTML, CSS, and Javascript. 1 plus years with JQuery 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