

# William Sauvé

## Software Developer

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Portfolio: <https://wmsauve.github.io/portfolio/>

### Summary

Versatile software developer with a physics background and broad experience in both game development and general software engineering. Proficient in full-stack development, AI/ML integration, real-time systems, and modern development workflows across web and native platforms.

### Technical Skills

Unity, Unreal Engine, TypeScript, C#, C++, Node.js, Git, three.js, Mediapipe, REST APIs

### Professional Experience

FluentT - Software Developer (Oct 2022 - Jun 2025, Seoul)

Led Unity/Unreal projects involving AI integration, avatar systems, and neural networks. Oversaw frontend/backend teams. Built LINE avatar plugin using Mediapipe. Managed architecture and mentoring.

Decenternet - Game Developer (Dec 2020 - Sep 2022, Seoul)

Created multiplayer browser games (three.js + socket.io) and a metaverse prototype in Unreal Engine 5 using AWS GameLift. Managed repos with Git and Perforce. Led development of gameplay and networking.

### Education

B.Sc. in Physics, University of Calgary, 2011-2015

### Languages

English (Native), French (Intermediate), Korean (Beginner)

### References

Available upon request