

William Rockwell

Portfolio: <https://willwrock.neocities.org/>

SUMMARY

Gameplay engineer with 5 years of experience and a passion for making and playing games. Experienced with team-based game development in an agile environment. Flexible, quick learner with attention to detail and a history of writing clean, maintainable code.

SKILLS

Digital Games • Interactive Entertainment • Visual Studio • Source Control • Game Design
Debugging • Algorithms • Vector Math • 3D Math • Unity • Unreal • Blueprinting • Blender • C#
C++ • AI • Behavior Trees • UI • State Machines • Binary Trees • Events • Data Management

WORK EXPERIENCE

THERAPEUTIC GAMES AND APPS LAB

May 2023 - December 2023

- Diagnosed issues and debugged several pre-existing Unity prototypes.
- Optimized UI with 2 Unity VR games, making for a more enjoyable user experience.
- Discussed gameplay mechanics with clients, combining fun and educational content.
- Developed on-rails gameplay, event system, dialogue, and dynamic camera movement.

GAMES AND PROJECTS

Urban Nightmare

- Implemented core gameplay features for First-Person parkour game developed in UE4.
- Worked with team lead to design abilities and levels to create engaging gameplay.
- Solved source control and build issues for co-workers, improving workflow and saving time.
- Optimized code and converted blueprints into C++ to ship on Steam and Nintendo Switch.

Get Off My Lawn

- Alt controller game made in UE5.
- Developed AI state machine and player abilities, which contributed to our nomination for Indiecade 2023 and our featuring at the GDC 2024 expo floor.

Magic Platformer

- Third-person 3D platformer prototype made in UE4. Created physics-based movement system, AI behavior trees, animation state machines, and dialogue systems.

Paper Roguelike

- A top-down roguelike prototype, made in Unity. Features procedural generation, item systems, serialization, and various enemy behaviors.

EDUCATION

PIMA COMMUNITY COLLEGE

August 2020 - May 2022

- Took courses focused on developing games in Unity and Unreal engine. Developed 3 different game prototypes from scratch for independent study.
- Studied high level computer programming techniques such as linked lists and binary trees.

UNIVERSITY OF UTAH

August 2022 – May 2024

- Received a Master's degree at the Division of Games in the Engineering track. Developed several prototypes with both Unity and Unreal in a team-based environment.