William Whitehouse

Email: williamswhitehouse@gmail.com
Portfolio: williamwhitehouse.dev

Profile

I am a second year Games Technology student, studying at the University of the West of England Bristol, and looking for a placement programming role in the Games Industry.

Key Skills
- Hard worker
- Works well in a team
- Organised
- Polite
- Excellent written and verbal communication
- Punctual
- Very resilient
- Good problem solver
- Takes the initiative

Software
- Atom
- Bitbucket
- Dreamweaver
- Git
- GitHub
- GitKraken
- JetBrains CLion
- JetBrains Rider
- Microsoft Office
- Unreal Engine 4
- Unity
- Visual Studio
- VS Code

Languages
- C#
- C++
- Python
- Unreal Blueprint

Education

University of the West of England (UWE)

Sept 2019	Games Technology BSc (Hons)
	Year 1 – Grade: First
	Year 2 – Predicted Grade: First

Halesowen College

Sept 2017 – June 2019	OCR Level 3 Cambridge Technical Extended Diploma in IT
	Grade: D*D*D*

Windsor High School

Sept 2012 – June 2017	*GCSE Qualifications*

English Language-grade: 5, Maths-grade: 5, Computer Science-grade: A, Resistant Materials-grade: A, Biology-grade: B, Physics-grade: B, Chemistry-grade: B, Philosophy & Ethics-grade: B

Personal Projects

Unity Gravity System - 2019
Directional and planet style gravity within the Unity engine. Allows for objects to be attracted to another object, such as a planet or ceiling. Similar effect to the gravity from Super Mario Galaxy games.

Unity Advanced Character Controller - 2019
I developed a custom character controller that worked with the rigidbody component rather than the Character Controller. This was to allow for more flexibility, the advanced character controller can be rotated in any direction, has built-in / custom gravity and customisable grounded checks.

Employment History

March 2019: Vintage Gamer Shop   *College Work Experience at a retro computer games shop – Shop Assistant*
- Unpacking newly purchased second-hand games and consoles, storing in the appropriate area before they are tested to ensure they are not sold
- Testing games and consoles, marking the item approved for sale or reporting issues to the manager
- Cleaning then stocking and replenishing shelves
- Serving customers, advising on the type of game or console they would enjoy, entering customer details onto a back-order list for items not in stock

Sept 2017 – Sept 2019: KSW Accounting   *Part-Time – Assistant-Bookkeeper*

- Responsible for accurate data input into Excel spreadsheets and accounting software such as QuickBooks and Sage, from bank statements, sales invoices, purchase invoices and petty cash receipts
- Calculating the VAT amount when not shown on invoices and correctly recording the Gross, VAT, and net amounts
- Identifying duplicate or missing information and informing the manager
- Entering data into a stock book and flagging missing stock items
- Learnt how to budget and control my cashflow

Oct 2017 – Sept 2019: Oak Garage Car Dealer   *Saturday Job – Garage Assistant*
- Responsible for cleaning new and part-exchanged cars; including vacuuming and polishing the interior of the car, removing old stickers and advertisements. Shampooing the exterior bodywork, windows, wheels, and mirrors using a high-pressure hose. Completing a job sheet to confirm the work had been completed and a damage report sheet to highlight any bodywork issues
- Ensuring the pitch and showroom was clean and tidy by litter-picking, emptying the bins, cleaning and polishing the showroom
- Ensuring the marketing materials were replenished in the advertising stands
- Updating the number plates on newly purchased cars, by removing old number plates, programming the number plate printer with the number plate and Oak Garage logo, and attaching the new number plate to the car
- Updating car logbooks with new purchaser details, taking the logbooks to the post office to tax the car, ensuring I received a receipt. Attaching the receipt to the correct car deal

Hobbies & Interests

I'm a huge PC gamer, one of my favourite games is Skyrim because I enjoy exploring the huge open world and completing quests to advance the story. I also play competitive Rocket League with my friends a few nights a week. I enjoy building PCs and have built my last three computers; I am interested in upcoming PC components and love to see the new technology improvements that have been made and see how they can be beneficial to games.
I regularly attend the local indoor bouldering gym club with friends.
In my free time I make tools and plugins for the Unity engine, I publish them on my GitHub for anyone to use for free.

References Available Upon Request