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France

Garry Williams

Game Programmer

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Professional experience

- 2009 **Gameplay programmer on R.U.S.E (C++, Python) – 6 months internship**
Eugen Systems, Paris, France
I worked as a gameplay programmer on an upcoming strategy game. I ported parts of the existing Python codebase to C++ and worked with designers to refactor and develop new gameplay features.
- 2008 **Game programmer on Camino a Francia (C#) – 3 months internship**
3dmx studio, Guadalajara, Mexico
As part of a school exchange, I worked on the pre-production of a web-based point and click game for the French embassy in Mexico, in cooperation with Mexican professionals and students, using the Unity Game Engine.
- 2007 **Software engineer – 3 months internship**
White Birds Productions, Joinville, France
During the internship, my responsibility was to write the technical specifications for a full-featured data management system including code and assets version control and project management tools for PlayAll, a game development framework initiated by several French studios.

Formal Education

- 2007-2009 **ENJMIN (Graduate School of Games and Interactive Media), Angouleme, France**
Master's degree in video games development.
- Team projects:**
- Mu (Unrealscript) – 6 months**
Team of 10 persons (2 programmers)
Preproduction of an adventure game using the Unreal Engine.
- Zombids (C#, XNA) – 3 months**
Team of 5 persons (1 programmer)
Multiplayer game for PC and Xbox360 featuring 2D gameplay in a 3D environment.

Computer engineering skills

- General programming skills:** Strong proficiency in C++
Good knowledge of object oriented design
Good knowledge of C# and Java
- Software:** Visual Studio, Eclipse
SVN, Perforce
Basic knowledge of PIX and Code Analyst
- Science:** Strong skills in Mathematics and Physics

Game development skills

- General:** Passion for game development
Good knowledge of general game software architectures and techniques
- Scripts:** Lua, Python, Unrealscript
- Graphics:** OpenGL, DirectX, Shaders (GLSL, HLSL), SDL, wxWidget
- Audio:** Pure Data, Wwise, Microsoft's XACT
- Console:** XBox360 (XNA), Nintendo DS (Palib)

Languages

- French:** Native
- English:** Fluent. (TOEIC: 835)