

William David Altbacker

william.altbacker@gmail.com

www.thealtbacker.com

www.linkedin.com/in/william-david-altbacker

www.connect.unity.com/u/5a4fa37e32b3060018d465d7

Profile

An enthusiastic Games Programming student at Bournemouth University, currently on target for a first-class degree. After an industry placement spent broadening my skillset, still hungry for more, I am looking for a position to kickstart my career as a programmer.

Technical Skills:

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|----------|-------------|--------------|-------------|---------|-------------|
| - C++ | [* * * * -] | - Blender | [* * * - -] | - HTML5 | [* - - - -] |
| - Unity | [* * * * -] | - Unreal | [* - - - -] | - CSS | [* - - - -] |
| - OpenGL | [* * * * -] | - Python | [* * - - -] | | |
| - C# | [* * * - -] | - JavaScript | [* - - - -] | | |

Education

2016 – Present: BSc Computer Games Programming at Bournemouth University

Studying C++ in different contexts, including Game Engine Development, Artificial Intelligence (pathfinding, neural networks), graphics (OpenGL, PBR); I am currently aiming to get a distinction.

2012 – 2016: Karinthy Frigyes Gimnazium, Budapest, Hungary

- International Baccalaureate program (2014-2016) learning **Mathematics, Physics and Computer Science** on Higher Level, **English Language and Literature, Economics and Spanish** on Standard Level.

Relevant Experience:

Future Digital Innovation Intern at Siemens (Sep 2018 – Aug 2019):

- Main tasks/projects undertaken:
 - Prototyping and creating a proof of concept for potential industry use cases for cutting edge technology (IoT, automation, simulation and games)
 - co-leading STEM events with the aim to introduce young students to programming
 - creating a showcase for V2X (Vehicle-To-Vehicle, Vehicle-To-Infrastructure) use cases in the form of a driving simulator

Game Jams & Extracurricular:

- Attended all Game Jams organised by the university's Game Dev society so far with some interesting games. See my website for details (www.thealtbacker.com)
- Attended the Global Game Jam for the past 2 years. My team normally goes for games in Unity: (www.globalgamejam.org/users/williamaltbacker)

- VP Events on the 2019/20 committee for the Games Development Society
- One of the placement PAL leaders for my course, helping my peers secure a placement in the industry

Personal Projects:

- **Felonious Fowls:** a strategy game I made entirely on my own in Unity. More info: (www.thealtbacker.com/felonious-fowls)

Hobbies:

Generally, a rather creative person, and this comes across when you look at my hobbies. Played the guitar for upwards of 10 years now, I game regularly (mainly action genres, but will try anything) I draw, and work on game-related projects including Game Jams. I originally picked up the idea of programming and started using Unity as a hobby in high-school, and I am still using it to work on projects of various sizes. I love building things virtual and physical. Last year I built my own electric longboard and designed a lot of the parts for that to print on my 3D printer. I am usually quite active too, I recently picked up bouldering for example. I also joined the Improvisation Society at university, and I'm an active part of their preparations for their annual Improv show.