

**Nathan M. Williams**  
BSc Computer Games Programming (1<sup>st</sup>)  
University of Huddersfield  
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## Personal Profile

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I am an experienced, enthusiastic and committed programmer specialising in game development. I graduated from university with first class honours having achieved the highest grade in the year. I have worked for several game studios in roles that have enabled me to further my skills in a team environment and given me the opportunity to work on a range of varying projects.

I have several demo games that can be viewed on my online portfolio and I have also released my own mobile game called FlyBy on the Google Play store and the Apple App store. So far the game has received over 30,000 downloads on Google Play alone and reached nearly 60k users worldwide.

**FlyBy on Google Play:** [https://play.google.com/store/apps/details?id=com.me.GDXEngine&hl=en\\_GB](https://play.google.com/store/apps/details?id=com.me.GDXEngine&hl=en_GB)

**FlyBy on App Store:** <https://itunes.apple.com/us/app/flyby/id849846434?ls=1&mt=8>

I am currently in the final stages of development of a new mobile game I have been working on for the last 2 years in my spare time. The game is set to come out in January 2017. More information can be found at [www.planethoppergame.com](http://www.planethoppergame.com)

I am looking forward to further developing my skills and believe that my experience and knowledge will enable me to be a beneficial addition to a programming team.

## Key Skills

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- Experience programming in C# and Java
- Game Creation with Unity, LibGDX, XNA and Marmalade
- Experience developing for PC, PS4, Android and iOS
- Version control using Git, Plastic, Subversion and Perforce
- Agile methodology and SCRUM
- IDE experience with Visual Studios, MonoDevelop, Eclipse and IntelliJ
- Operating system experience with Windows, Linux Ubuntu and OS X
- Excellent ability to work as both a team player and independently
- Highly motivated with good initiative

## Education

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**University of Huddersfield** (September 2010 – July 2014)

**BSc Computer Games Programming** (Graduated with first class honours)

### Second Year

Computational Mathematics 1	(A)
Object-Oriented Systems Development	(A)
Integrative Group Project 2	(A)
Algorithms, Processes and Data	(A)
Computer Games Studio 2	(A)

### Final Year

Artificial Intelligence	(A)
Individual Project	(A)
Advanced Computer Games Programming	(A)
Team Project	(A)

## **Achievements**

- Won the award for the best overall performance in the final year of all Computer Games courses
- Won the chancellors prize for outstanding achievement for achieving an average grade of over 80% in my degree
- Won the award for getting the highest overall mark in the year (first year)

## **Work History**

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### **Fabrik Games (June 2015 – present) - Games Programmer**

Working primarily as a gameplay programmer for the studios debut title Filthy Lucre (created in Unity, released on PS4), I worked in many different areas across the code base ranging from implementation of gun and gear items, networking of game play elements, UI and Audio implementations.

### **Rightmove (July 2014 – June 2015) – Developer**

As a developer at Rightmove I worked on backend and frontend web development using Java, JavaScript, SQL and Perl. Within my first few months at Rightmove I worked in the development team of a new product called Intel, a tool designed to help estate agents compare their performance with other estate agents.

### **Sumo Digital (July 2013 to September 2013) – Jr. Technical Designer**

While at Sumo Digital I worked as part of the content creation team working on Xbox Fitness for the Xbox One. This involved quickly learning to use in house tools to contribute to creating game content.

### **Canalside Studios (September 2012 to July 2013) – Games Programmer**

During my placement year I was employed as a games programmer at Canalside Studios where I worked on a number of projects including:

- West Yorkshire Fire Engine Simulator – A project created for the West Yorkshire fire brigade with a focus on giving drivers experience on blue light runs. Created with Unity I worked on a number of areas such as the Pedestrian A.I system as well as developing a number of tools for Unity to help with the creation of the simulator.
- Development on an unreleased mobile phone game using C++ and Marmalade

## **Leisure Activities**

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I also take part in many activities, especially enjoying ones that involve developing new skills, in particular balancing skills such as unicycling, trampolining and slack-lining. I have competed in several trampolining events and won the Shropshire Trampolining Competition in 2011.

## **References**

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### **Kieran D'archambaud**

Technical Director  
Fabrik Games  
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### **Ms Ruth Taylor**

Manager of Canalside Studios  
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