

William Pettifer

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EDUCATION

University of Portsmouth
Portsmouth, September 2023 - 2026

BSc Computer Games Technology

- First Year - 1st: 82, 77, 77 ...
- Second Year - 1st: 84, 75, 75 ...
- Third Year - TBC:

King Edward VI Camp Hill School For Boys
Kings Heath, Birmingham, September 2014 - June 2022

A - Levels

- Politics - B
- Psychology - B
- Fine Art - B

GCSEs: 8 8 8 8 8 8 7 7 6 6 incl. English & Maths

EXPERIENCE

University of Portsmouth

BSc Computer Games Technology

My degree has given me technical experience with source control, game engines, libraries like OpenGL etc. However, what has been most beneficial is learning how to collaborate with others in small/medium sized teams, and getting used to tools such as Jira and Confluence.

Debate Society co-founder

Co-founding and running the university debate society has taught me leadership and organisational skills. It is also a great platform to practice public speaking and rhetoric, as well as build a general interest and knowledge about the world.

PROJECTS

Grey Cat Games | *C#, Unity, Blender, Aseprite, Jira, Git*

We started this studio to make and publish our WIP game, *Spindraw*. This has been the most serious collaborative project I have undertaken, and we hope to ship by September 2026. My role as the company artist involves creating assets and implementing them in Unity, as well as directing the visual design and creating promotional art.

Ant Simulator | *C++, SFML*

This solo project simulates a colony of ants, who search for food and navigate by depositing and following pheromone trails. It involved multi-threading and profiling with Perf, Massif, and Nsight Graphics to improve performance to simulate tens of thousands of 'pheromones'.

Space Dog Fight Game | *C#, OpenGL/OpenTK*

I made a 3D renderer, physics engine, and solar-system generator in OpenGL. This project was a key stepping stone for me to teach myself how to learn new libraries and APIs, as well as the graphics pipeline and physics engine design. By far the most I have learned from any project.

Pipeworks | *GScript, Godot Engine*

This project is a tool for the Godot Engine that lets developers place decorative pipes using control nodes and a custom 'PipeSpline' class. It served as my introduction to tools programming and procedural generation.

SKILLS

C#, C++, Unity, Unreal Engine, OpenGL, SFML, Godot Engine, HTML, CSS, Jira, Confluence.