

William C. Vennes

Gameplay Programmer

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PROFESSIONAL EXPERIENCE

Rooster Teeth Games

Game Engineer

June 2016 – Nov 2019

Austin, TX

Vicious Circle – Unreal Engine 4 – Asymmetrical Multiplayer First Person Shooter

November 2016 – Present

- Implemented and sustained gameplay systems, including numerous character abilities, weapons, gadgets, game modes, level features, and stat tracking hooks for metagame and achievements.
- Ensured all gameplay features were functional and “felt good” in a networked multiplayer environment.
- Collaborated with two other engineers on best practices, style, and providing code reviews for every changelist submitted during the project’s lifespan.
- Exposed game functionality to Blueprints for quick designer-friendly prototyping and general FX hookup.
- Interfaced closely with design on new features, overall game design decisions, and general gameplay feel, from the beginnings of the project all the way through to release.
- Created HUD and frontend UI elements using UMG widgets under the model-view-controller design pattern.
- Worked with animators to support first and third person locomotion and character ability animations.

RWBY: Grimm Eclipse – Unity – Cooperative Multiplayer Third Person Action Game

June 2016 – November 2016

- Onboarded onto a small, fast paced team to help bring the project out of Steam early access into full release.
- Created a new post launch game mode in an existing code base, including new enemy wave spawning, a currency system, and new in game HUD elements.
- Implemented character costume skins to use in-game, with additional frontend UI to purchase and equip.
- Created hooks for triggering Steam achievements and in-game challenges, and added corresponding data to Steam’s web interface.
- Participated in frequent team playtests to provide game feedback and seek out major bugs.

SKILLS & SOFTWARE

Core Skills

- Gameplay Programming
- Game Design
- Software Engineering
- Object Oriented Programming
- Agile/Scrum Development
- Procedural Content Generation

Languages

- C/C++
- C#
- JavaScript
- OpenGL/GLSL
- XML
- Java
- HTML5

Software

- Visual Studio
- Unreal Engine 4
- Unity
- Perforce/Git
- FMOD
- NodeJS
- WebRTC

EDUCATION

SMU Guildhall

Master of Interactive Technology, Software Development Specialization

August 2014 – May 2016

Plano, TX

Southern Methodist University

Bachelor of Science in Computer Science with Honors in Liberal Arts

August 2009 – May 2013

Dallas, TX