William Gauvin

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SUMMARY

- Graduate of Algonquin Colleges' Game Development Programming with advanced proficiency in C++, C# and object oriented programming.
- Skilled in linear algebra and trigonometry, including vector operations, matrix transformations, and angle based calculations for 2D/3D gameplay and physics systems.
- Hands-on experience in both Unreal (C++ & Blueprint) and Unity from Postal Apocalypse and Dirty Dogs
- Comfortable with analyzing complex codebases and applying appropriate design patterns for performance and maintainability.

EDUCATION

Game Development Program | Programming   **Ottawa, ON | 2022 - 2025**

Algonquin College | Advanced Diploma | 3.9 GPA

- Enhanced skills to create game components while utilizing techniques to optimize code for speed, memory usage, and reusability in C++ and C#.
- Built custom engine components using DirectX12 and OpenGL, with a focus on resource management, modularity, and scalable architecture.
- Gained cross disciplinary experience with modelling, animation, UI, audio, and cinematics through hands-on production of assets, sound, and trailers.

Computing | Artificial Intelligence   **Kingston, ON | 2020-2022**

Queen's University | Bachelor | 3.3 GPA

- Analyzed cognitive architectures and AI's decision-making using Python.
- Explored mental representations in AI, including logic, rule-based systems, and neural networks.

EXPERIENCE

Gameplay Programmer | Pixel Parcel Productions   **Ottawa, ON | 2024 - 2025**

- Successfully led a 12-person team in development of physics, combat, camera, audio, and other gameplay systems using Unity Engine in C#.
- Constructed and analyzed documentation for newly implemented and updated softwares and features.
- Optimized gameplay costs through consistent profiling and debugging sessions

Game Development Program Assistant | Algonquin College   **Ottawa, ON | 2024 -2025**

- Assisted lower-year students by debugging and optimizing code in C++ and C#.
- Reinforced and clarified complex programming concepts and algorithms.
- Developed strong skills in rapid code analysis and problem-solving.

Digital Discovery Camp Leader | Discovery Centre   **Halifax, NS | 2024**

- Directed programming and digital literacy camps across Nova Scotia with a team of three
- Designed and delivered comprehensive lesson plans and daily schedules for camps of fifteen.
- Partnered with IGNITE Atlantic to bring in industry professionals who provided insights and inspiration to youth attending the camp.