



William A. Berryhill

Gameplay Programmer

302.562.6906

WilliamABerryhill@gmail.com

berryhill.ninja

linkedin.com/in/codedheart

Experience

~ Lead Programmer - Doggone Hungry - 2019

Worked with a core team of 7 over 30 weeks to produce a casual indie game. Players take on the role of a Dog who must figure out how to get his beloved toy "Quackerjack" back from the clutches of cats and crabs! Main responsibilities were to script core mechanics, revise code submitted by Junior Programmers, and troubleshoot source control issues. Two complete levels, three different minigames, release to Steam pending early Fall 2019.

~ Systems Design - Arcane Island - 2018

Solo project. Worked over the course of 10 weeks to make a magic-based battle royale game that worked over a local network. Developed a multiplayer experience complete with 1 arena and 5 unique spells. Made in Unreal Engine 4.

~ Systems Design - Nanomite - 2018

A Metroid-Vania style game where players take control of a nanobot to rid patients of malignant entities. Used Unity and C# to implement game mechanics. Scripted simple AI and weapons. Developed 1 level with 3 different enemies and 1 final boss.

~ Lead Programmer - Peace Among Worlds - 2018

Global Game Jam Project. Worked with a team of 5 to build a game where players need to communicate with alien races to gather resources. Scripted main mechanics as well as supported Junior Programmers in UI implementation.

Education

~ Savannah College of Art and Design
2019 - Bachelor of Fine Arts
Interactive Design & Game Development

~ Delaware Tech. and Comm. College
2015 - Associate in Applied Science
Computer Information Systems

Skills

~ Technical

C++

C#

Java

Unreal Engine 4

Unity 5

Simple AI

Mathematical Proficiency

Troubleshooting

~ Project Management

Leadership

AGILE Software Development

Quality Assurance & Control

Task Delegation & Management

Project Planning

Scheduling

Teamwork

Oral & Written Communication

Source Control

Software



C++



C#



Java



Unreal Engine 4



Unity



SourceTree



MS Excel



Photoshop



After Effects