

Will Tingley

Full Stack Programmer & Designer

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<https://willtingley.com>

Education

Champlain College | Burlington VT

Graduation: May 2018

Bachelor of Science in Game Programming | Mathematics Minor

3.60 GPA; Dean's List for 7 semesters and President's List Fall 2017

Skills & Qualifications

- Proficient in C, C++, C#, JS, PHP, HTML, CSS/SCSS, SQL, Node.js/jQuery
- Imaginative problem solver
- Experienced in Unreal Engine & Unity
- Vision focused & idealistic
- Strong 3D math & Linear Algebra skills
- Communication focused leader
- Well versed with source control

Game Projects

Submerged

Jan-June 2021

Lead Designer

A high quality underwater map created for the game of Among Us.

- Created a new custom Among Us map featuring over 20 tasks, 3 reimagined sabotages, and thoughtful camera placements
- Iterated through multiple map designs within a short amount of time, allowing artists and programmers to have a clear picture of the end result
- Kept in constant communication with the programming and art teams, actively listening to feedback and adjusting appropriately

Parahumans Arena

Fall 2018-Fall 2020

Sole Developer

A competitive strategy game where players face off using their favorite web serial characters in turn-based combat.

- Built the Game Client (Unity, C#, JS), the Servers (C#/Node.js), and the Website (Apache, PHP, MySQL, HTML/SCSS, JS)
- Created a multi-server architecture, focusing on efficient networking and data authentication
- Designed and implemented 24 different characters, each with skill sets thematic to the original work
- Made with modularity in mind, ensuring that future additions throughout the project are easy to implement

Sojourn

Fall 2017-Spring 2018

Lead Programmer

A narrative puzzle game where the player manipulates paintings to traverse Victorian rooms and corridors.

- Responsible for the implementation of all core systems, including pipelines for the artists and designers
- Excellent team player even when faced with divergent viewpoints
- Instrumental in selecting team members that resulted in a highly successful team dynamic
- All development was completed in a responsive, cross-discipline environment, where communication and quick solutions were a constant requirement