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## OVERVIEW

I'm a programmer who, from a young age, fantasized about entering the games industry with a focus in the gameplay logic, implementation, and design tooling side of game development.

Since entering the professional market, I have **five published games** targeted to mobile and web, and one PC-targeted independent game in development.

In my spare time, I focus on developing my own games and low level systems programming.

## SKILLS & SOFTWARE

C#, C, C++, Java, JavaScript

*8 years self taught, 4 years vocational experience utilizing engines such as Unity, Phaser.js, lwjgl, and SFML, aside conventional software development.*

## HTML5, Phaser.js, Game Maker Studio

*1-4yr professional experience developing web-based games, applications, and prototypes.*

## 3D Art and CAD

*4 years vocational training and commission-based modeling, utilizing Autodesk Maya, Blender, the Allegorithmic Substance suite, xNormal, and Houdini.*

## Adobe Creative Suite

*6yr vocational and self-taught experience utilizing suites such as Photoshop, Illustrator, After-Effects, and InDesign.*

## FAVORITE GAMES\*

I have grown up on strategy and simulation games since I was a young child. SimCity 2000 was my first PC game. I enjoy Sid Meier's Civilization, Planet Coaster, Age of Empires II, and have recently picked up Dawn of War II.

\* Knowing a candidate's taste in games demonstrates priorities and the types of mechanics where personal ethos is applied during development.

## EDUCATIONAL EXPERIENCE

### ***Bachelor of Fine Arts - Interactive Design & Game Development***

*2016 - Savannah College of Art & Design*

With confidence in my self-taught skills, I sought to fill the gaps in my game development experience pertaining to design considerations, game art pipelining, and technical art, to great effect. *Focus on gameplay programming and implementation, with game art electives.*

### **High School Diploma**

*2012 - T. L. Hanna High School  
Anderson, SC*

## PROFESSIONAL EXPERIENCE

### ***ADX Labs, LLC - Game Developer***

*September 2016 to Present*

Develop web and mobile games targeting casual audiences in the North American, East Asian, and Eastern European markets under the GameSmart brand.

**Utilized:** Unity (C#), Game Maker Studio (GML), Phaser.js, Git, Visual Studio, Linux (Windows Subsystem for Linux).

### ***Packt Publishing - Video Tutorial Author***

*April 2018 to Present - Contract-Based Position*

Develop lesson plans, record video tutorials, and develop codebases for example games in a paid educational setting teaching game development, specifically with Unity.

### ***Die-Cast Magic Studios, LLC - Lead Programmer***

*June 2016 to Present - Self-Employment*

Develop strategy games targeting chiefly North American and East Asian audiences in an independent, publisher-free setting.

### **Medshore Ambulance Service**

*June 2014 to January 2016 - Internship*

Provided IT services such as repair, support, imaging, and tool development for remote ambulance deployments.