WILLIAM SKEENS
Systems Designer
(470) 420 4073 | Williamskeens317@gmail.com

Skills

- **Operating Systems:** Linux, Windows
- **Programming Languages:** Java, C#, Python, C++,
- **Software and Tools:** Unreal Engine, Unity, Godot
- **Revision Control:** GitHub, perforce.
- **Development Practices:** Agile, CI/CD, Software Automation, Test Authoring and Execution
- **Content Collaboration:** Confluence, Jira, Trello
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Education

Full Sail University, Winter Park, FL

Bachelor of Computer Science Game Design   March 2024

- Systems Integration, Scripting for Designers, and Game Mechanics.

Projects

Project and Portfolio 6 - Mithril Keeper

- As Lead Technical Designer, I acted as a resource for the team and played a part in scripting almost every object, UX, and system in the project.
- Designed RPG systems as well as all interaction and level systems. Mainly involved OOP and communication between system scripts and Game objects.
- Used CI/CD, for months with continuous test authoring, bug fixing, and build management through Perforce.
- Gained certifications in Agile Environments Jira/Confluence.

Mechanics II - Drone Fps

- Designed main combat and loop systems
- Enemy Creation and automation concerning our main mechanic involving shrinking of enemies and objects.
- Used CI/CD, with continuous test authoring, bug fixing, and build management through Perforce.

Experience

Data Annotation

AI Trainer   November 2023 – Present

- Trained AI in coding libraries in Python, C#, C++, Java
- Worked on projects for Gemini, Chatgpt, Achilles, and other AI bots.
- Trained AI in Data Sciences and statistics.
- Trained AI in many Python libraries and software development.

Relevant Experience and Skills

- **Game Balancing:** Experience in playtest proctoring, game balancing, and balance principles.
- **RPG Combat:** Experience Programming Combat and RPG systems as well as passion for RPG games.