

## William (Billy) Graban

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Github: <https://gitlab.com/Zesty>

Website: <https://billygraban.com> (WIP)

### Employment:

- Academy of Art University (2012 - 2018)
  - o GAP 255 - Design Patterns (C++)
  - o GAP 275 - Programming for Games 3 (C++, SDL)
  - o GAP 285 - AAA Engine Architecture (C++, Unreal)
  - o GAP 301 - Programming Game Engines (C++, Lua)
  - o GAP 351 - Unity for Programmers (Unity, C#)
  - o LA 201 - Programming Languages (Lua, Python, C#)
  - o GAM 499 - Collaborative Project (Unity, C#)
    - All of previous classes represent a progression of knowledge from the very basic to advanced topics like shaders, polymorphism, design patterns, and more.
  - o Lab Technician
    - Involved with guiding students in the lab on their own projects/tasks in any engine of their choice. Solving problems and focusing the students' attention on both design and implementation problems.
  - o GAM 315 Online (Unity, C#)
    - Screen capture 25 hours of lecture. Document each module, supplementing with both text and visual explanations. Teach students fundamentals of action RPGs and RTS, along with an introduction to procedural generation.

### Education:

- Full Sail University (2006 - 2008)
  - o Bachelor of Computer Science with a focus in Video Games

### Side Projects:

- Dungeon Generator Prototype v2 (Unity, C#)
  - o Procedural floor plan layouts
  - o Non-grid aligned room and hallway generation
- Witlings (Unity, C#)
  - o 3D navigation based puzzles built with Unity
  - o Camera interpolation and smoothing
  - o Dynamic node-based path finding
- PeeVeePee (Unity, C#, PHP, MongoDB)
  - o Simple measurement application
  - o Accounts, achievements, and dynamic comparisons of stats
  - o Geolocation on a per-event basis

### Additional Skills:

- Tool Building (Skilled)
- Adherence to Coding Standards (Very Practiced)
- Documentation (Skilled)
- Unreal Engine 4 (Skilled)
- Unity (Very Skilled)