

WILLIAM SCOTT

Email: dreamworktalent@gmail.com

Discord: DreamWorker#2463

Skype: live:..cid.b64830812c410bb4

Telegram: <https://t.me/softdrink1991>

"Delivering the professional high-level result and satisfying client's requirements are my favorite. Enjoy working with cool clients."

OBJECTIVES

Highly professional 3D and WebGL developer with 6 years of experience, solid leadership skills, and unrivalled building skills. Competent in cloud platforms(AWS and Azure), databases(PL/SQL, MySQL, and SQL), tools(VS Code and Eclipse IDE), version control(Git), debugging, and product testing.


Several VR applications/websites using Unity3D, WebVR(Aframe, three.js, React), and worked on developing a WebGL CAD program using three.js, Typescript, React, Redux.

Also worked as full time R&D developer for an HTML5 game engine where I developed mainly the physics module and I have professional experience in several fields as computer graphics, game development, virtual reality, and web development.

SKILLS

WebGL: 

Three.js: 

3D animation: 

Javascript: 

React/Redux: 

Web3.js: 

HTML5: 

CAREER

GAME / WEB3.JS DEV AT CRYPTOKITTIEFIGHT (2020.02 - 2020.10)

- Contributed to the development of CryptoKittieFight, an Ethereum-based Blockchain game implementation.
- Reused functionalities from CryptoKitties and created a Smart Contract Manager to handle different cryptokitties fights through the Contract Manager, using Web3.
- Successfully liaised with the development team to ensure smooth/reliable transfer of the new technology.

LEAD FRONT-END / GRAPHICS - ENGINEER AT TIQU (2018.02 - 2019.11)

Implemented front-end codebase from various web designs, through React, Angular and Laravel framework. Contributed to the development game graphics solutions for clients in a team of 4 other developers.

3D VIRTUAL REALITY DEVELOPER AT NEXUSCITY (2021.04 - 2022.02)

- Built and deployed a XREngine Inventory System on Internet Computer Blockchain.
- Designed and implemented the Virtual Reality Showroom application for the project.

EDUCATION

UNIVERSITY OF ALBERTA (2011 - 2015)

Engineer of Information Technology Degree

OTTAWA UNIVERSITY (2006 - 2010)

Bachelor's degree of Computer Science