

WILLIAM HARDY

GAMEPLAY PROGRAMMER

PROFESSIONAL SUMMARY

I am a games programmer specializing in networking and immersive multiplayer experiences, working exclusively with Unreal Engine. I leverage both C++ and Blueprints to bring ideas to life, ensuring optimized performance and robust gameplay across platforms.

WORK EXPERIENCE

Co Founder | 2024 - Present

Exouch | Riyadh, Saudi Arabia

- Developed titles including Pulse Hunter, Clumsy Coffee Simulator, and Goofy Gang (couch co-op multiplayer, inspired by party games).
- Led the technical team, architecting game systems exclusively in Unreal Engine.
- Participated in and successfully passed the Saudi Game Champion Incubator.
- Designed and created plugins sold on the FAB Marketplace.

Lead Programmer | 2023 - 2024

Local Projects | New York, USA

- Managed a team to develop an interactive climate change project using Unreal Engine.
- Oversaw the project from concept through development until its sale to the University of Massachusetts.

Director | 2022 - 2023

Snappy Gurus | Stoke-on-Trent, United Kingdom

- Provided educational resources and hosted industry events, including a week-long virtual Careers Week with 600+ attendees.
- Led initiatives in game development and team management, ensuring adherence to best practices.

Gameplay Programmer | 2021 - 2023

DreadXP | California, USA

- Engineered networked gameplay mechanics for upcoming multiplayer horror titles using Blueprint and C++.
- Optimized performance and bandwidth, maintained C++ plugins, and created function libraries to boost development efficiency.
- Developed UI/HUD systems and scripted in-game events and cutscenes.

CONTACT

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EDUCATION

Staffordshire University | 2019 - 2021

Bachelor's in Computer Games & Programming

Derby College | 2017 - 2019

Diploma in Computer Games & Programming

SKILLS

- Unreal Engine
- Blueprint
- C++
- C#
- Networking
- Multiplayer Systems
- Game Development
- Game Design