

William Pheloung

Game Tools Engineer

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EXPERIENCE

Microsoft

February 2017 - Present

Software Engineer

Programmed inline function analysis and mapping file decoding for Pix profiler.

Microsoft

May 2016 - August 2016

Software Engineer Intern on Xbox Performance Tools

Added inline function analysis to Pix. Wrote back end analysis and front end UI. Refactored existing Pix code base.

1st Playable Productions

August 2015 - December 2015

Programmer Co op

Pitched, programmed and designed levels for Super Boxforts VR. Super Boxforts VR is a physics-based arcade style virtual reality game developed in Unity with C#. Super Boxforts VR was released by 1st Playable Productions for Google Cardboard and is available on the android store.

Microsoft

May 2015 - August 2015

Software Intern

Implemented new functionality for natively compiled modules for TSQL. Wrote accompanying test code and documentation.

EDUCATION

Rensselaer Polytechnic Institute

2012 - 2016

Dual Major: Computer Science, Games and Simulations Arts and Sciences

Graduated Magna Cum Laude

Member of Upsilon Pi Epsilon Computer Science Honor Society

SKILLS

C#, C++, C, SQL, JavaScript, WWise, Unity, Git

VIDEOGAME AWARDS

Best Game: Returns

September 2017

Digipen and iThrive Game Jam

Best Game: Punks 'n' Patriots

February 2017

NYU Global Game Jam 2017

Best Student Digital Game: SYNC

October 2016

Michigan State University's Meaningful Play Conference

Excellence in Innovative Narrative: SYNC

May 2016

Rensselaer Polytechnic Institute