



## Dale Williams

### Lead Software Engineer

*Designing and Programming Apps and Systems  
for The Cloud, Devices and The Web*

## WHO I AM

This millennium, I've spent my time working as a software engineer, system architect, game programmer, frontend developer, server/API developer, database engineer, UX designer and game designer for large software businesses, internationally renowned game studios, fresh startups, establishing scaleups, digital agencies and as a contractor for hire.

I've built and designed large consumer-focused application platforms, full-stack web and mobile applications, cloud services and engrossing games. I've done these things as Head of Technology, working variously as technical lead, team leader, team member and as an individual throughout my career. I'm an immensely hands-on, multi-disciplined programmer who enjoys building new things with new and established technologies.

I do my best work in C#, Typescript and PostgreSQL, using tools like .NET, Unity, React and Node - or whatever's required. I've built software for cloud platforms, desktops, browsers, servers, phones, PCs and VR. I believe a wide spread of technological skills provides deeper knowledge, stronger context and more focused solutions.

## WHAT I DO

### AS THE LEADER



I provide technological leadership by example - I've grown and lead several multi-disciplined teams, from first hire to technical lead, taking multiple successful applications and platforms from concept to market.

I've implemented software policies and platforms including Agile **SCRUM**, Atlassian project management tools and established PR policies and code standards for teams and multi-team businesses.

I have a proven history of selecting, adopting and implementing the **best technologies** and practices to establish **long-term solutions** for entire businesses.

A proven ability to drive software concepts from prototype to production, while maintaining flexibility, portability and scalability of codebases across multiple teams.

### AS A POWERFUL DEVELOPER



Comprehensive experience working in, writing and maintaining game engines in **C++**, **C#** and other languages.

A strong understanding of C# and .NET - for **Unity** and **.NET API** development.

Comprehensive experience provisioning, maintaining and scaling cloud software infrastructure on **AWS** through **CI/CD**, **git** version control and containerisation - along with experience diagnosing and solving problems on remote systems.

A thorough understanding of relational database design and functionality with particular focus on **PostgreSQL**.

A demonstrated understanding of **Typescript**, **React**, **Javascript**, **HTML** and **CSS** web development and design with focus towards responsive UI design along with experience writing tools and services using **NodeJS** and the NPM ecosystem.

### AS THE CREATIVE VISION



I've designed multiple full-scale enterprise application platforms for workforce management, analytics and training management from concept to market.

I've crafted engaging interactive applications for **mobile**, **virtual reality (VR+XR)**, desktops, touch-screens, motion controllers and gamepads.

I get involved in UX, design, user-testing, playtesting, A/B testing and improving products already on the market.

I can model, rig, texture and animate detailed **3D** characters and environments in **Blender** and 3D Studio Max, for real-time applications and games.

I design, program, model, animate, mix and score **games** from scratch.



## WHERE I'VE BEEN

### **Head of Software / Lead Engineer at Next World Enterprises**

*Since Nov 2020*

Next World delivers VR safety training as Unity VR applications on top of an Android service layer responsible for delivering content and delivering data to an AWS cloud service. The cloud infrastructure consists of .NET containers and PostgreSQL databases running on AWS. From initial developer to leader and maintainer of each codebase, I've built two teams responsible for delivering and measuring safety training through detailed VR simulation and complex data analysis and grading systems while being responsible for the business's software direction, infrastructure, codebases and code quality. During this role I've designed and engineered a flexible VR training framework in Unity that can provide accurate training simulations that's in use across multiple teams along with training platform that measures the comprehensive simulation data.

### **Lead Front End Programmer at Picklebet**

*Sep 2019 – Oct 2020*

I lead front-end development during the company's growth with a ReactJS-based web application with efficient real time data ingestion powered by Firebase.

### **Lead Full Stack Programmer and Engineer at Roubler**

*Sep 2016 – Sep 2019*

Responsible for server, database and frontend design and maintenance, I built the Roubler platform from inception in Node, Angular and PostgreSQL on top of AWS. Whilst growing the company and software I hired and lead the Roubler team.

### **Senior Programmer at Halfbrick**

*Apr 2013 – Sep 2016*

During this role I worked as a Senior Game Programmer, chiefly writing in C++ for an in-house engine and C# over Unity. I also worked on the company's massive Node/Javascript/Angular powered cloud services system with over a hundred million clients. I worked on Fruit Ninja as a game programmer, on many prototypes as a game programmer, producer and designer, on the Halfbrick cloud platform, Egame development tools, cloud data management tools, player networking services, public speaker and more.

### **HTML5 + Game Developer at Eyecon**

*Nov 2010 – Nov 2012*

### **Game Programmer at Krome Studios (Contract)**

*July 2010 – Oct 2010*

### **Flash Developer at Cru Digital, Acura Multimedia**

*Jan 2006 – July 2010*