William Kilby

Programmer

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📍 [Redacted on Web Version]

in LinkedIn

GitHub

🌐 Personal Website

📁 Online Portfolio

EDUCATION

BSc Computer Science
University of Exeter
📅 September 2021 – June 2024
📍 Exeter, UK
🎓 GPA: 3.8

Relevant Modules:

- High-Performance Computing.
- Data Structures and Algorithms.
- Computational Mathematics.
- Computer Graphics.
- Database Theory and Design.
- Object-Orientated Programming.
- Software Development

College (Mixed Courses)
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📅 September 2019 – June 2021
📍 [Redacted on Web Version]
🎓 CS (A*), IT (A*), Maths (A)

SKILLS

Languages:

Java, C#, Python, JavaScript, SQL, RegEx.

Frameworks:
Django, Flask, MySQL, Docker, GitHub, Firebase.

Misc:
Blender, Gimp, Photoshop.

Profile

A final year Computer Science student at the University of Exeter, aiming to secure an applied programming position after completing my degree in the summer of 2024.

Work History

Freelance Computer Programmer
Self
📅 **February 2020 – Present**   📍 **Exeter, UK**

- Collaborated with multi-national teams to drive the success of various projects.
- Demonstrated effective communication and time-management while working with clients.
- Executed a wide range of technical tasks, including AI implementation, code automation, and team management.
- Delivered high-quality, documented code, and consistently met, or exceeded, client expectations.

Tools and Automation Developer
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📅 **July 2023 – February 2024**   📍 **Philippines (Remote)**

- Worked on updating, maintaining, and documenting existing code bases.
- Developed new software tools and scripts to automate various processes within the company's development pipeline.
- Focused primarily on Json file generation and processing, working on feedback from other developers to allow for enhancing the overall workflow.

Game Module Developer
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📅 **September 2019 – August 2023**   📍 **Kent, UK**

- Led and orchestrated multi-national and multi-disciplined teams to create mods for popular games.
- Personally completed various projects, as well as assisting other developers.
- Partnered with Microsoft and produced over 15 paid premium mods, achieving unit sales of over 15,000.

Relevant Personal Projects

Kingdom World Generator

- A native JavaScript map generator that uses user input to create a realistic hexagon map. It can be used here.
- Fully documented and publicly accessible on my GitHub.
- Currently generates topography, rivers, flora, and more.
- In-development with the ideal completion of mid-2024.
- *Increased weekly user-base to 100+* through social media.

New Personal Website

- A new website to host my documentation, portfolio, and more, built by hand using Tailwind and native JavaScript.
- Completed over the course of two weeks, beginning at the start of February 2024.