Marco Williams

Game Developer - Unity 3D Programmer

Stanton (California) United States (California)

Unity 3D & C# | Javascript

Java | HTML & HTML5

Game Development

Contact

✉ marco@hashbanggames.com

About Me

I am the CEO and lead architect at Hashbang Inc. After spending many years on the PlayFab team where I led teams in software development for both SDK (software development kits) and Documentation, I pioneered my own game development studio building game titles for companies as an outsource. I have built games and platforms for both AAA and indie development teams while educating them on best practices and industry standards. I have provided services for companies such as Disney, Activision and Square Enix and have been a go to resource on PlayFab integration best practices at Microsoft. I thrive to help educate developers in the industry and build software systems to help game and platform companies succeed. Outside of work I am a boating hobbyist, a family man with two small dogs, loves camping and hiking and most outdoor things.
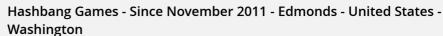
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Experiences

Chief Executive Officer

Hashbang Games - Since November 2011 - Edmonds - United States - Washington

- Design, Manage and Develop games using Unity3d and C#
- Manage a small team of developers
- Manage community of gamers
- Game Marketing
- Host daily SCRUM meetings
- Backend Design and infrastructure using PlayFab
- Backend Design and infrastructure using Firebase

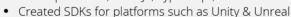## Sr. Technical Engagement Manager / Sr. Program Manager
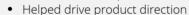
Microsoft | PlayFab - Since January 2018

- Program Management, managing product production and feature prioritization
- Created documentation and documentation portal
- Created samples in C#, Unity3d and more
- Created game servers in C# to be hosted in PlayFab and Azure
- Train customers on industry best practices using PlayFab & Azure
- C# Azure Functions and CloudScript

Head of Developers Tools

PlayFab, Inc - July 2015 to January 2018

- Developed in C#, NodeJS, Typescript, C++
- Created SDKs for platforms such as Unity & Unreal
- Helped drive product direction
- On-Site development services and training for Tier 1 customers

Portfolios

Gravi - Puzzle Platformer (2013)

Gravi - Intense Puzzle Platformer

Website

http://playgravi.com

Creation date

18 Mar 2013

Skills

Game Development
- Unity 3D Development
- C#
- Java
- PlayFab
- Firebase

Graphic and UI Design
- Unity UI
- Photoshop CS6
- Illustrator CS6
- Blender

Web Development
- Javascript
- HTML & HTML 5
- CSS
- PHP
- jQuery
- NodeJS
- ReactJS
- Typescript

Interests

Gaming
- Love RPG's, RPG's are my number one favorite type of game.
- I enjoy MOBA's and PVP
- Puzzle Games
- First Person Shooters like Retrovirus

Art
- UI Design and Development
- 3D Modeling (Hobby)

Programming
- Game Development using Unity 3D
- Web Development and Creating inovation
- Programming and problem solving

Education

Self Tought

Home

Since January 1997
I am a home grown developer. I learn by self-motivation to excel. I have some training courses, but a vast majority of my education comes from reading books, online manuals and online documentation.