

William Bloor

<http://raspberrypjam.co.uk/>

As an experienced and motivated game developer working independently, I have developed and launched several games, and supported other artists and developers as a freelancer.

LANGUAGES AND TOOLS

Lua - highly experienced

Love2D - highly experienced

GitHub - highly experienced

GLSL - highly experienced

Python - highly experienced

C# - some experience

Unity - some experience

C - some experience

C++ - some experience

EXPERIENCE

Food Lab Prototype - 2025 – 2026

Lead Developer at Raspberry Jam Games

Prototyped a game over a few months and released it on itch.io.

Rootin' Tootin' Lootin' & Shootin' - 2022 - 2025

Lead Developer at Raspberry Jam Games

Made everything for the game, except for music and key art (commissioned and paid artists to complete these for the game).

Ran weekly playtest sessions to refine the game, with regular playtesters to ensure continuity.

Released into early access in 2024, followed by a full release in 2025.

Unannounced Title - 2024

Gameplay Programmer at Lil Lagomorph Studio

Worked with the owner and artist of the game to develop a playable demo to their brief.

Rockformer - 2023

Lead Developer at Raspberry Jam Games

Made in 48 hours for the GMTK Game Jam 2023.

Equalitiles - 2020

Made for my Computer Science A Level over the course of a year, earning top marks.

Coursework written for the game includes detailed market analysis and design specifications.

EDUCATION

University of Bath - 2020 – 2021

Computer Science

Left after 1 year due to insufficient online learning infrastructure during COVID-19 lockdown.

Queen Mary's College (A-Level) 2018 - 2020

Computer Science A*

Mathematics A*

Further Mathematics A