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William Dyce

About me

An industry professional since early 2013, I am passionate about making, breaking and discussing video, board and roleplaying games. Complex mathematical and economic systems are my bread and butter, and I have hired, managed and collaborated with large, diverse, and multi-disciplinary teams across language-barriers and time-zones.

I try to approach every challenge, be it technical or interpersonal, with curiosity, diligence and good humour. I'm very passionate about my work, and am always looking for ways to improve and to push the envelope!

Education

MSc. in Computer Science | University of Montpellier | 2008-2013

While my mother-tongue is English, I completed my degree in French with an Erasmus exchange year in Italian at the University of Trento.

Given their obvious usefulness for video game development, I particularly enjoyed working with distributed algorithms and autonomous multi-agent systems, as well as philosophy, epistemology, and neuroinformatics. I graduated Dux Litterarum of the *IMAGINA* class of 2013, a specialty which focused on computer imagery, games and artificial intelligence.

Experience

League of Geeks | Melbourne | 11/2022 – 05/2024

As **Senior Technical Game Designer** on *Solium Infernum*:

- Designed the card-based duelling system and the playable characters' active abilities.
- Designed the game's AI opponents and managed the team implementing them.
- Championed the project to multiple press outlets at Gamescom 2023.
- Took responsibility for tuning essentially every numeric value in the game.

Key accomplishments: I created a suite of spreadsheets to rationalise the design team's content creation process. These sheets made it trivial to identify areas of the possibility space that we'd neglected, and provided a set of automated guard rails and sanity checks to help us create better content faster. This "rational content design" methodology was the subject of my 2023 GCAP conference talk "Crafting a fairer Inferno with Forbidden Spreadsheet Lore".

Amplitude Studios | Paris | 07/2015 – 10/2022

As *Game Director* on an unannounced project:

- Served as Paris's point of contact in Australia for the creation of a new studio.
- Hired and managed a multidisciplinary team of 9, including remote and hybrid staff.
- Helped to prepare and present pitches to several partners, including SEGA itself.

As *Lead Game Designer* on *Humankind*:

- Clarified the project's conceptual foundations and experiential pillars.
- Designed the tactical battle, trade, diplomacy and cultural propagation systems.
- Managed a team of 8 designers through the Covid-19 pandemic to release.
- Championed the game in a number of interviews and marketing videos.

As *Game Designer* on *Endless Legend* and *Endless Space 2*:

- Helped design and implement myriad improvements to both games' AI opponents.
- Designed the factions and game systems for the *Tempest* and *Shifters* expansions.
- Designed the Diplomatic Requests system for the *Galactic Statecraft* update.

Key accomplishments: I vetted, hired and onboarded a total of 13 reports over the years I spent at Amplitude, applying my design practice by using pitch documentation and prototypes to educate and inspire. For *Humankind* I notably created paper and digital prototypes for the cultural transition, cultural propagation, and battle systems, and helped use the latter to organise a popular, studio-wide tournament.

Competencies

Technical skills

- Comfortable prototyping in *C#*, *Lua*, and *JavaScript* using *Unity*, *Love2D* and *Godot*.
- *Git* and *Excel* power-user, with long experience applying both to game development.
- Deep knowledge of the principals and technologies of modern game AI.

Enterprise skills

- Expertise in analysing complex game systems and keeping teams on the same page.
- Diplomat and mediator able to deal with complex corporate environments.
- Proven public speaker, with well-received lectures, conferences and interviews.
- "Battle tested", having shipped on *Wii*, *PS3*, *Android*, *iPhone*, *PC* and *Stadia*.

A full list of shipped titles can be found on my website or on LinkedIn
References are available on request