

WILL TREGURTHA



D.O.B 01/04/2000
Reside Bedford, UK
Height 1.93m
Weight 80kg
Education 11 GCSEs at C grade and above and one BTEC (Distinction)

Mobile +44 (0)737 555 2346
Email will@williamtregurtha.co.uk
Twitter @Will_Tregurtha
Instagram @Willtregurtha
LinkedIn Will Tregurtha
williamtregurtha.co.uk

At 22 years old I am already a highly experienced and winning driver across British and European championships in a range of GT3 and GT4 machinery.

I have had plenty of success at the Nurburgring, and I am an accomplished driver coach as well as an international sim racer and race director.

- I am a member of the 12-person Motorsport UK Team UK squad - the governing body's group of hand-picked elite young drivers.
- I am a full BRDC (British Racing Drivers Club) Member.
- In 2017 I won the Henry Surtees Award and was the Motorsport UK young driver of the year.
- I won the British Automobile Racing Club Peter Collins Memorial Award in 2016.
- iRacing Top Split Endurance Race Winner

CAREER



121

RACES

62

PODIUMS

17

WINS

76

TOP 5'S

2022 British GT Bentley GT3. GT Cup Mercedes GT3. NLS Ferrari GT3. ADAC GT4 Mercedes multiple wins and podiums

2021 DTM Trophy runner up. NLS and GT Cup multiple wins and podiums

2020 ADAC GT4 and GT Cup multiple wins and podiums

2019 ADAC GT Masters Junior podium. Nurburgring 24 Hour class runner up

2018 GT4 European Series runner up (tied on points with Champions)

2017 British GT4 Champion

2016 Ginetta Junior Champion

2021 Stats



2021 has seen me compete in 3 championships all of which have provided some truly, amazing highlights and great successes.

DTM Trophy At the start of the year I was contacted by Christian Voss to ask if I was available for DTM Trophy. As ever budgets were very tight but Christian assured me that if I tested well there was a great deal to be had. The test went well and was really enjoyable so, I was delighted when Christian asked me to join the team for what would be his first season in car racing, having run a really successful karting team for many years.

The season proved to be fantastic, the team did an outstanding job and we came incredibly close to winning the championship.

NLS I really love racing on the Nordschleife so I was thrilled when Walkenhorst approached me to do 7 races with them in a mixed programme of their Permit A car and Permit B car. Every round the races were as always great fun, 2021 was my 4th year of racing at the track and the new M2CS was a great car in all conditions - we took some brilliant results along with some strong qualifying.

GT Cup This was a continuation of my long term partnership with a gentleman driver in the British GT Cup where we finished 2nd in 2019. Although I only competed in 6 races this year we took 5 podiums and finished 3rd in the championship.

HIGHLIGHTS

DTM Trophy Coming so close to winning both the drivers and team championships with the title fights being taken to the very last race. 2 track records, 3 poles, 4 fastest laps and 8 podiums.

NLS Only competing in 7 races which resulted in 1 track record, 3 poles, 3 fastest laps and 3 podiums.

GT Cup 5 podiums from 6 races finishing 3rd in the championship.

26

RACES

6

POLES

3

WINS

17

PODIUMS

22

TOP 5's

4

FASTEST LAPS

3

TRACK RECORDS



#TREEGURTHE

Sim Experience



Williams Esports, Lead Driver Performance Coach

Currently employed by Williams Esports to race with and coach the professional esports roster. My main role is remote simulation work and performance analysis on over 35 drivers across multiple sim softwares and disciplines. I'm experienced in WinDarab and MoTeC as well as with the development of software to aid car performance and strategy analysis. I'm involved in our extensive testing programmes ranging from aero mapping to strategy taskings. We also run an Esports programme for Mercedes AMG, of which I am deeply involved with the setup development and driver performance.

Esports

iRacing World Championship Licence 2019 (GTE)
iRacing Watkins Glen 6hr Top Split Winner 2016 (DP)
2022 Le Mans Virtual Series 24hr 5th (LMP2)
2019 iRacing Le Mans 24hr 4th (LMP1 Hybrid)

Previous Esports teams

Apex Racing UK (iRacing Grand Prix Series, World Championship testing and support, Software development for Launch Control, Hybrid system optimisation and adaptive brake bias)
Mivano Sim Racing (GTE World Championship and dominating LMP1 Team)

Cranfield Simulation/ Cranfield University

I was involved at Cranfield University for multiple years to aid in product development. Their main product being the "G-Seat" of which I helped to tune and improve on, we also held events and lectures for the University and MIA students so they could learn how to effectively communicate with drivers and how to build a testing structure and plan for a race weekend. We competed in a top level esports endurance race using the Cranfield University sim where we managed to grab a 2nd place finish.

Loughborough College

I'm currently employed as a part time lecturer for Loughborough College as a Sport lecturer, based on the Motorsport UK DISE programme. I specialise in the Esports side of the qualification where I have started to hold practical and theory lessons on motorsports performance. We have some in house simulators that we can train the students on. It's been and will continue to be my task to mould a curriculum to best suit the students as we go through the year.

Ansible Motion

In April 2020 I spent the morning on the Ansible Formula E sim testing in Paris against a delta set by JEV the day before, where I was able to beat him. This was for me to get comfortable in the sim as I was to set reference laps later in the day as Autosport were in to do an article on "Why simulation is an ever evolving battleground".

Software Development

As part of my sim racing, I've also been involved in the physics, tyre, car models and correlation for (mainly) iRacing and RaceRoom. Recently I've been focused by iRacing to correct their tyre models on the GT3's which will then filter to other cars. We've made great steps in a yet to be released tyre model - given the factors that play in a public sim, we've worked with time constraints and education on real life behaviours with the devs. I've been involved in sim software development since 2016 and it's proven a useful tool - I've taught myself how to model and correlate car physics at home to match my real life programmes, I've found this gives me a great competitive edge which I'd like to translate into something bigger.

