WILLIAM LITTLE

Supetorus.github.io | LittleWilliamThomas@gmail.com

(435) 592-5106 | LinkedIn: LittleWilliamThomas | GitHub: Supetorus

SKILLS

C++, DirectX11, HLSL, Unity, C#, 3D Math, Git

INDUSTRY EXPERIENCE

Game Engineer | Utah Arts Alliance   June 2023 – August 2023
NEUMONT COLLABORATIVE PROJECT
- Designed and developed a game for use in an art exhibit using Unity and C#.

Quality Assurance Engineer | Cox Automotive   March 2023 – June 2023
NEUMONT COLLABORATIVE PROJECT
- Optimized test automation software in C# to decrease runtime by 50%.

Lead Developer | Bitsy   Jan 2022 – March 2023
NEUMONT COLLABORATIVE PROJECT
- Conceived, planned, and led a 5 person team to make a game in 10 weeks.
- Wrote and debugged C# code to build game mechanics in Unity.
- https://github.com/Supetorus/Bitsy
  https://store.steampowered.com/app/2325070/Bitsy/

PROJECT EXPERIENCE

Developer | LIT Engine   Aug 2022 – Present
NEUMONT SENIOR CAPSTONE PROJECT
- Researched 3D rendering and implemented a scene rendering tool written in C++ using the Direct3D11 rendering API and HLSL shaders.
- Implemented mesh loading using assimp, and scene serialization in YAML.
- https://github.com/Supetorus/LIT

Developer | Social Media Site | Neumont   Jan – March 2022
INTRODUCTION TO DYNAMIC WEB PROGRAMMING
- Built a simple social media site for users to share posts and images using ASP.NET and C#.
- Stored and managed user data using an SQL database.
- https://github.com/Supetorus/SocialMediaSite

EDUCATION

BACHELORS OF SCIENCE IN SOFTWARE AND GAME DEVELOPMENT, AUGUST 2023
NEUMONT COLLEGE OF COMPUTER SCIENCE, SALT LAKE CITY, UT
GPA: 4.0, Presidents List (2020 – 2023), Valedictorian