

WILLIAM LITTLE

Supetorus.github.io | LittleWilliamThomas@gmail.com

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

SKILLS

C++, DirectX11, HLSL, Unity, C#, 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 - Present

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 C# with 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 | Strategic Destructor

March – May 2022

3D GAME PHYSICS

- Designed and developed a game inspired by Angry Birds and Crush the Castle.
- Implemented menus and multiple scenes for cohesive player experience.
- <https://github.com/Supetorus/StrategicDestructor>

Developer | Skyline Sprinter

Jan – March 2022

INTRODUCTION TO GAME ENGINES

- Created an infinite runner game inspired by Temple Run, where the player traverses the skyline of a city.
- Designed and implemented a system for procedurally generating terrain.
- Built a custom movement system to interact with the world.
- <https://github.com/Supetorus/SkylineSprinter>

Developer | 2D Unity Game

Apr – June 2022

GAME PHYSICS

- Programmed a 2D platform game in Unity.
- Hand made pixel art and animations.
- <https://github.com/Supetorus/2D-Game>

Developer | Photon Blade Arena

March – May 2022

Game Engine Projects

- Created a lightsaber type VR game using Unity where the player defends themselves from an onslaught of incoming projectiles.
- <https://github.com/Supetorus/PhotonBladeArena>

Developer | Social Media Site

Jan – March 2022

INTRODUCTION TO DYNAMIC WEB PROGRAMMING

- Created 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>

Developer | Web Sudoku Game

Jan – March 2022

INTRODUCTION TO DYNAMIC WEB PROGRAMMING

- Built a web app using ASP.NET and C# to serve the website and handle users and game logic.
- Learned and used typescript to make the site dynamic.
- <https://github.com/Supetorus/WebSudoku>

Developer | WPF Sudoku

Oct – Dec 2021

INTRODUCTORY SOFTWARE PROJECTS

- Designed and implemented a WPF application for users to play Sudoku on a desktop using C# and XAML.
- Programmed game persistence so players can quit and continue playing later.
- <https://github.com/Supetorus/Sudoku>

EDUCATION**BACHELOR 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)