WILLIAM LITTLE

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(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 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 | Photon Blade Arena   March – May 2022

Game Engine Projects

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

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

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)