

# William Yates

 [me@killo.dev](mailto:me@killo.dev)

## Skills

- **Languages**  
C++, C#, Java, GLSL/HLSL, C, Python, JavaScript, HTML, CSS
- **Technologies**  
.NET, OpenGL, PhysX, Vulkan, Direct3D, SDL2, XNA/MonoGame
- **Software/Tools**  
Unity Engine, Unreal Engine, Git, Blender, Photoshop, Premiere Pro, Microsoft Office Suite

## Projects / Experience

- **Project Borealis (Fan Game, 2018-Present)**
  - Unreal Engine, C++, HLSL
  - User Interface programming & Design, Shader/Material programming/authoring
  - Worked with dozens of other developers including team of programmers
  - Worked with artists and designers to deliver desired product
- **Kinema (Voxel Game Project, 2021)**
  - C++, OpenGL, PhysX
  - Low-level game and graphics programming, renderer design and utilizing industry-standard physics engine
- **Somatic Risk (FPS Game Project, 2020)**
  - Unity Engine, C#
  - One week game development project focused on all aspects of game development including programming, modeling, texturing, level design and sound design
- **StationSim (2D Graphics Project, 2019)**
  - C++, OpenGL, GLSL
  - 2D game graphics project focusing on implementing and applying realistic lighting effects in a truly 2D graphics format
- **Watchtower (Voxel Game Project, 2017)**
  - Unreal Engine, C++

More available at [www.killo.dev](http://www.killo.dev) and [www.github.com/killowatt](https://www.github.com/killowatt)

## Education

- **University of Kentucky      2017-2021**  
Bachelor of Science in Computer Science  
GPA: 3.3  
Dean's List Fall 2020 – Fall 2021

## Awards

- **MLH “CatHacks” UKY 2018 Hackathon** (1<sup>st</sup> place winner)
- **EKU Symposium in the Mathematical, Statistical, and Computer Sciences** (2<sup>nd</sup> place winner, as the only undergraduates participating)
- **UK College of Engineering Deans List** (3 times)