William Smith
Game Designer

Communicative — Meticulous — Persistent — Eager to learn — Excited about games

Education

Worcester Polytechnic Institute, MA
August 2021 - May 2025
B.S. | Interactive Media and Game Development
Dean's List Honors, GPA: 3.87

Relevant Coursework
The Game Development Process
Storytelling in Interactive Media & Games
Writing Characters for Interactive Media & Games
Digital Game Design
Game Audio
Social Issues in Interactive Media & Games
Special Topics: Cozy Games

Object-Oriented Design Concepts
Systems Programming Concepts
Algorithms
Operating Systems
Human-Computer Interaction
Introduction to Artificial Intelligence
Software Engineering

Skills

Programming
C#	C/C++
JavaScript	TypeScript
Java	Python
HTML/CSS	Lua

Engines/Frameworks
Unity	Unreal
Godot	Twine
React	Node.js

Software Tools
Git	Jira
Trello	Docker
Photoshop	DaVinci Resolve

Activities

WPI Smash Club
Competes in weekly *Super Smash Bros. Ultimate* tournaments, fostering a growing community of self-improvement and friendly competition.

Athletics
Football - 9 years
Basketball - 10 years
Baseball - 6 years
Lacrosse - 6 years

National Honors Society Member

Completed 7 games, as seen on my portfolio

Game Development

Programming
- Gameplay and systems progamming in Unity, Unreal, Godot, and JavaScript
- Coding physics, player and camera controls, puzzle rules, game state management, scorekeeping, menus,
- Sprite/animation/audio asset implementation, and more
- Winner of 2023 WPI IGDA Cutthroat Game Jam (~30 total participants)

Design
- Genres: Platformer, Shooter, Puzzle, Endless Runner, Arcade, Narrative RPG
- Passion for Level Design, experience with Technical Game Design, Quest Design, Narrative Design and Writing
- Emphasizing player experience, carefully tuning balance and the progression of difficulty curves
- Always involved in Quality Assurance and Bug Testing

Production
- Leadership position on teams ranging from 2 to 11 developers
- Short development cycles while avoiding crunch
- Managing game design docs, spreadsheets, asset lists, and spec sheets

Art
- Creating and implementing original art assets
- Pixel art, digital and hand-drawn 2D art, UI/UX, concept art sketches
- Learned how to use a DAW to compose original background music for *Apocalypse: Green Wave*

Projects

Software Engineering   January 2024 - March 2024
- Project Manager for website development for Brigham & Women's Hospital in Boston
- Managed a team of 11 students to create a hospital website from scratch
- Features: multi-floor pathfinding, database management, 3D animated map, AWS hosting, AI assistant
- Implemented Agile methodologies, through sprint-based iterative development

Lesson Plan Design   August 2023 - October 2023
- Led a team of 4 students developing lesson plans in New Hampshire with the US Forest Service
- Conducted 7 interviews with local science educators
- Created 4 lesson plans, piloted 3 with local middle schoolers

Work Experience

Video Editor - *Stone Coast Community Church*   March 2024 - Present
- Editing and publishing weekly services to the church's YouTube channel
- Creating 1 minute shorts from each broadcast
- Creating thumbnail images to accompany each video

Tech Volunteer - *Stone Coast Community Church*   Apirl 2016 - Present
- Operating the projector, setting up/taking down audio/video equipment

Assembly Engineer - *RI Packing & Insulation*   Summer 2019 - Summer 2023
- Operating a hand press to produce gasket kits
- Moving and packing boxes for shipment
- Landscaping, painting, installing cameras

Gaming Endeavors

YouTube Creator - *Unlimited Will*   October 2017 - Present
- 3300+ subscribers
- 800+ videos
- Showcasing well-designed *Super Mario Maker* levels
- Grew an audience on Twitch as well, streaming weekly since 2020

Video Game Speedrunner   March 2020 - Present
- Super Mario Maker 2, Super Mario Bros. Wonder, Super Mario Bros.
- Invited to speedrunning charity event, PACE Summer 2023