

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 programming 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 Cuthroat 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

April 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

- 3400+ 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