

## William Cunningham

### **Contact Information:**

- William Cunningham, Portland ME, +1(207) 274-8711
- [willcunningham64@gmail.com](mailto:willcunningham64@gmail.com)

### **Education:**

- Computer Engineering, expected graduation date of May 2024
- University of Maine, Orono, ME
- Honors College at University of Maine, Orono, ME
- Member of the National Honors Society in high school

### **Special Skills:**

- Proficiency with Python and C#

### **Related Projects:**

- Created a projectile motion simulator for use in the sophomore physics class at Casco Bay High School using the Unity Game Engine and C# which can be found here:

<https://yoctometric.github.io/>

- I have published many games on itch.io, developed with the Unity Game Engine and the C# programming language. They can be found here: <https://willc-squared.itch.io/>

### **Work Experience:**

- Intern, Blue Marble Geographics, Hallowell, ME.  
December 2020 to January 2021 and May 2021 to August 2021
  - Worked with a senior developer and another intern to create comprehensive unit tests for a mapping SDK wrapper with Python.
  - Caught and reported bug tickets with Jira.
- Donations Worker, Goodwill NNE, Falmouth, ME.  
July 2019 to August 2020