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

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

Gaming YouTuber - *Unlimited Will*
Has managed and grown a YouTube channel since 2017, accumulating over 3700 subscribers and uploading more than 800 videos showcasing well-designed, hardcore *Super Mario Maker* levels. Grew an audience on Twitch as well, streaming weekly since 2020.

Speedrunning
Contributed to the *Super Mario Maker 2*, *Super Mario Bros.*, and *Super Mario Bros. Wonder* speedrunning communities. Was invited to the speedrunning charity event, PACE Summer 2023.

WPI Smash Club
Competed 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 12 games, as seen on my portfolio website

Work Experience

Marketer & QA Tester - *Contemplation Games*　　　　February 2025 - Present
- Managing social media accounts
- Creating and posting promotional material for *Garden and a Goat*
- Playtesting latest builds, documenting bugs, and discussing design changes

Game Dev Community Volunteer - *San Francisco, Boston*　　December 2024 - Present
- Conference Associate at GDC 2025
- Volunteered at BostonFIG 2024
- Booth volunteer at PAX East 2025

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

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, Puzzle, Tower Defense, Endless Runner, Arcade, Narrative RPG, Shooter
- 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 12 developers
- Short development cycles while avoiding crunch
- Managing game design docs, spreadsheets, asset lists, and spec sheets

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

Projects

Games Research　　　　　　　　　　　　　　　August 2024 - May 2025
- Researched and wrote a critical analysis about agency, climate change, and games
- Written in conjunction with production of the game *Overgrown,* a two-player co-op puzzle game set in a
- Post-human city, overtaken by nature, being explored by a raccoon and a robot
- Won award of Special Recognition for Social Impact from WPI's IMGD program

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

---

Tiverton, RI | smithwm210@gmail.com | (774) 991-5477 | LinkedIn | Portfolio