William Yates

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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
- **Untitled Horror Game (VR Game, 2020)**
  - Unity Engine, C#
  - Virtual reality game with two other teammates with all-custom VR interaction code
- **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

  More available at www.killo.dev and 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** (1st place winner)
- **EKU Symposium in the Mathematical, Statistical, and Computer Sciences**
  (2nd place winner, as the only undergraduates participating)
- **UK College of Engineering Deans List** (3 times)