

William Harper

wharper.personal@gmail.com · (954) 701-3144 · williamharper.info · github.com/BigSnaz

EDUCATION

University of Central Florida
BS Game Development

Expected Dec 2025

PROJECTS

Ordinary Odyssey

Sep 2024 – Present

Lead Gameplay Programmer

- Developed a 2D top-down pixel art RPG game that is slated for release on Steam.
- Implemented AI enemies and systems that dynamically change to player decisions.
- Delegated programming tasks through Trello to effectively manage timeline constraints.
- Reviewed and refactored team members code to align with the rest of the project.
- Architected and implemented 20+ core gameplay systems including character progression.
- Programmed and maintained tools that let designers modify gameplay systems with ease.

GRIMWAR

Aug 2024 – Present

Gameplay Programmer

- Programmed a fast paced first person wall running platformer with innovative design.
- Wrote clean, efficient, and modular code for game systems, mechanics, and events.
- Worked within and expanded 5+ existing systems, integrating feedback from UX testing.
- Collaborated with a team of programmers, artists, and producers to integrate game systems.
- Utilized debugging tools to identify and resolve bugs and optimize game performance.
- Fine-tuned existing Unity physics engine for optimized in-game movement and interaction.

Under Juggler Hollow

Aug 2023 – Dec 2023

Lead Game Designer

- Designed a 3D puzzle game with multiple different puzzle types and mechanics.
- Defined overall game design vision to align with artistic and technical goals and limitations.
- Oversaw design process to ensure cohesion between level design and game narrative.
- Led the iterative design process to modify gameplay systems based on player feedback.
- Created and tuned player progression and onboarding systems to promote player retention.

Huey Palette

Aug 2022 – Dec 2022

Game Designer

- Designed a 2D pixel art platformer with various levels and enemy types.
- Created levels through conventional level design processes including gray and whiteboxing
- Prototyped new gameplay concepts and mechanics while collaborating with engineers.
- Used player feedback to adjust game difficulty and balance systems to be more engaging.

SKILLS

Languages: C#, C++, C, Java, HTML/CSS, Java

Technologies: Unity, Unreal Engine, Jira, Probuilder, Git, Github, Visual Studio