

William Anderson
Videogame Engineer & Designer
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Work

2022-2023

Niantic

Unannounced R&D Projects — Software Engineer

- Rapidly prototyped games for bleeding edge AR technologies such as: wearables, shared anchors, and scene understanding.
- Worked on both client and server side networking for a turn based pvp combat game using google protobuf alongside Unity netcode.
- Implemented and developed visual scripting patterns and tools on top of Bolt Visual Scripting to empower designers to rapidly iterate.

2016-2022

Tender Claws

Virtual Reality 2 — Engineering and Design

- Designed, programmed, and polished gamewide systems, tooling, and core combat mechanics.
- Developed a map generation tool optimized to run during gameplay to enable procedural and replayable levels.
- Created a custom dialogue markup tool to allow designers to more easily implement interactive dialogue trees.

The Under Presents — Engineering and Design

- Designed, prototyped, rapidly iterated, and polished core multiplayer interaction mechanics for both players and live actors.
- Developed a dynamic asset loading system built on top of Unity asset bundles to reduce gamewide memory usage.
- Managed Wwise implementation and memory optimization to allow for large soundscapes with a minimal performance footprint.

Tendar — Engineering

- Implemented an in-game cash shop to support real money as well as in-game currency transactions.

Virtual Virtual Reality — Technical Designer

- Designed, prototyped, programmed, and polished core gamewide conversation systems and levels based around those systems.

2015-16

Cryptozoic Entertainment

Hex: Shards of Fate — Audio Programmer

- Worked closely with sound designers to implement SFX and dynamic audio systems using the MasterAudio plugin in Unity.

Education

2013-2017

The University of Southern California

B.A in Interactive Entertainment, Minor in Video Game Programming

Skills

Programming C#, C++, Unity, Unreal, P4V, Git, Wwise, MIDI, Protobuf

Misc Songwriting, SCUBA diving, Cooking