

ZACHARY LITTLE

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Unity Gameplay Engineer

Unity Gameplay Engineer with nearly 4 years of professional experience building and shipping VR and WebGL applications. Builds modular C# systems for first-person exploration, cursor-driven gameplay, physics-based VR interactions, multiplayer simulations, progression, and accessibility, with experience owning projects from architecture through deployment.

WORK EXPERIENCE

VictoryXR

08/2022 - Present

Unity Engineer

Remote

- Served as the sole Unity engineer across multiple shipped VR and WebGL experiences, owning gameplay architecture, implementation, debugging, optimization, testing, and deployment.
- Built reusable first-person controllers for movement, camera control, and environment interaction, alongside cursor-driven systems for selection, drag-and-drop activities, quizzes, narration, accessibility, and progression.
- Developed physics-driven, networked VR simulation systems using Auto Hand, Unity physics, and Photon to support shared multi-user experiences.
- Developed component-based, event-driven C# systems for interaction, UI, progression, and activity flow, reducing implementation time across new experiences by 20%.
- Reduced application load times by up to 30% through Unity profiling, asset optimization, memory management, and platform-specific tuning for WebGL and Meta Quest.

SELECTED PROJECTS

Sanctuary | Third-Person Gameplay Systems Prototype

- Developed a third-person controller featuring camera-relative movement, sprinting, jumping, double jumping, gliding, and attack input using Unity's Input System.
- Integrated Cinemachine camera behavior, Animator blend trees, and state-based transitions for grounded, airborne, gliding, and combat behavior.

Networked VR Simulation Experiences | VictoryXR

- Created physics-driven grabbing, constrained manipulation, placement, and simulation interactions using Auto Hand and Unity joint systems.
- Integrated and tested Photon multiplayer functionality to support reliable shared sessions and synchronized multi-user interactions.

WebGL Interactive Experiences | VictoryXR / Stride, Inc.

- Developed first-person exploration and cursor-driven 2D gameplay across 13 browser-based science, math, and museum experiences.
- Built reusable systems for interaction, sequencing, quizzes, narration, accessibility, progression gating, review modes, reset behavior, and completion tracking.

SKILLS

Gameplay & Programming: C#, Unity Input System, component-based architecture, event-driven systems, player controllers, interaction systems, gameplay UI, state and progression systems

Unity Technologies, Platforms & Tools: Auto Hand, Photon, Cinemachine, Timeline, WebGL, Meta Quest, Unity Profiler, Unity UI Toolkit, Git

EDUCATION

Bachelor of Science in Computer Science

Western Governors University

12/2021