ZACHARY LITTLE

Unity Developer

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📍 Washington

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EXPERIENCE

Unity Developer

Victory XR

📅 08/2022   📍 Washington DC

- Developed and deployed immersive VR and WebGL applications using Unity, resulting in optimized app performance and increased interactivity.
- Led a cross-functional team to deliver Unity-based projects, resulting in 100% client satisfaction by aligning features with evolving client needs.
- Planned and implemented app functionality in Unity using C# scripting and Agile methodology, delivering projects 15% ahead of schedule while reducing development time by 20%.
- Reduced app load times by 30% through performance optimization, including profiling, debugging, and shader refinements.
- Led the migration of 3 legacy projects to a new version of Unity, reducing technical debt and streamlining future updates.
- Engineered multiplayer features with Photon Networking, delivering smoother gameplay and boosting user engagement across multiple sessions by optimizing real-time interaction.
- Collaborated with UI/UX designers to enhance in-game interfaces, leading to 15% better navigation and user interaction within applications.
- Introduced automated testing strategies that reduced post-release bugs by 25%, accelerating iteration cycles and improving release quality.

IT Service Center Technician

Viatris

📅 12/2019 - 10/2021   📍 Morgantown, WV

- Delivered Tier 1 IT support to non-technical users, resolving hardware, software, and account-related issues, resulting in a 20% increase in user satisfaction.
- Documented all support activities and changes in the tracking system, reducing troubleshooting time by 25% and improving operational continuity.
- Protected sensitive company data by managing user access and security protocols in Active Directory, SAP, and Citrix, maintaining 100% compliance with security standards.
- Created detailed documentation for startup, shutdown, and first-level troubleshooting processes, increasing help desk efficiency by 30% and reducing resolution times by 20%.

EDUCATION

Bachelor of Science

Western Governor's University

📅 01/2018 - 10/2021   📍 Salt Lake City, UT

- Western Governor's
- University, Salt Lake City, UT

PASSION

Indie game development

Engages with indie developers to brainstorm creative concepts and shares knowledge within development communities.

SUMMARY

Unity Developer with 4+ years of experience in game design, VR/AR development, and Unity programming. Prepared in delivering high-performance applications from concept to deployment, with a focus on enhancing user experience and improving load times. Collaborates with cross-functional teams, streamlines development processes, and implements modular code to reduce technical debt. Proficient in C# programming, staying current with game industry trends, and creating immersive, user-friendly content.

CERTIFICATION

CompTIA Project+, CompTIA (2020)

ITIL Foundation Level, AXELOS Global (2020)

Lean Six Sigma White Belt Certification (2020)

SKILLS

Scrum, Agile, Continuous Integration & Deployment (CI/CD)

Programming Languages: C#, C++, Python

Object-Oriented Programming (OOP), Design Patterns

Unity, Unreal Engine, Game Design & Prototyping, VR/AR Development

Photon, Unity UI Toolkit, Obi, Unity Animation System

Version Control: Git, GitHub

UI/UX Design: Unity UI, Figma

Data Management: SQL, MySQL

Android Development   **Web Development**

Product Management