

# ZACHARY LITTLE

## Unity Developer / Technical Artist

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🌐 ZachLittle.dev

📍 Los Angeles / San Francisco, CA (Open to Relocation)

## EXPERIENCE

### Unity Developer / Technical Artist

#### Victory XR

📅 08/2022 - Present 📍 Washington DC (Remote)

- Developed immersive VR/AR and WebGL applications for education, combining interactive storytelling with high-performance 3D environments.
- Designed and implemented custom editor tools and automation scripts in C# to accelerate scene setup, QA processes, and asset workflows.
- Optimized runtime performance through GPU/CPU profiling, render pipeline tuning, and memory management across Meta Quest and WebGL builds.
- Refactored large-scale projects to align with newer Unity LTS versions, reducing tech debt and improving maintainability.
- Collaborated closely with artists and designers to integrate assets, build narrative-driven content, and troubleshoot visual implementation issues.
- Built branching narrative systems using Unity Timeline and Animator tools to support non-linear educational simulations.
- Authored and debugged shaders using Shader Graph to support stylized lighting, transparency effects, and performance-friendly visual fidelity.

### IT Service Center Technician

#### Viatrix

📅 12/2019 - 10/2021 📍 Morgantown, WV

- Resolved Tier 1 hardware, software, and account-related issues, improving user satisfaction by 20%.
- Managed secure access protocols across Active Directory, SAP, and Citrix environments.
- Authored detailed SOPs that improved help desk efficiency and reduced resolution times by 20%.

## EDUCATION

### B.S. in Computer Science

#### Western Governor's University

📅 10/2021 📍 Salt Lake City, UT

## PROJECTS

### GenAI Exploration

- Built a WebGL prototype that explores generative AI through voice-driven interactions and modular scene management.
- Designed a custom UI system and interactive prompts using Unity UI Toolkit and C#-driven architecture.

## SUMMARY

Technical Artist with 5+ years of Unity experience crafting immersive real-time experiences for VR/AR, WebGL, and mobile. Specializes in bridging art and engineering, building custom C# tools, optimizing shaders and materials, and streamlining asset workflows to support high-performance visuals. Adept at profiling, refactoring pipelines, and collaborating across disciplines to deliver polished, scalable content.

## CERTIFICATION

### CompTIA Project+

### ITIL Foundation Level

### Lean Six Sigma White Belt

## SKILLS

**Game Engines & Tools:** Unity, Unreal Engine, Shader Graph, VFX Graph, Blender, Photon, Obi Rope, URP/Built-in Pipeline

**Programming:** C#, C++, Python, Lua (basic), HLSL (basic)

**Technical Art & Optimization:** Profiling, Shader Development, Material Optimization, Texture Compression, Asset Pipeline Automation, Memory Management, Performance Debugging

**Dev Practices:** CI/CD, Agile, Git, Automated Testing

**Design & UI:** Unity UI, Figma, UI/UX principles

**Platforms:** Android (Meta Quest), WebGL, Desktop

**Other:** SQL, MySQL, Product Management, Internal Tooling, Documentation