William Queen

Game Development Lead & Systems Architect

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PROFESSIONAL SUMMARY

Senior game engineer and technical lead with over 15 years building real-time interactive systems, custom rendering pipelines, and multiplayer architecture. Combines Cannes-winning visual direction with low-level systems engineering across commercial PC, mobile, and XR titles. Proven track record leading multidisciplinary teams, establishing robust CI/CD and coding conventions, and optimizing game performance for constraint-heavy hardware.

CORE TECHNICAL SKILLS

Engines & Runtimes:	Unity (Unity 5 through Unity 6, DOTS/ECS, C#), Godot 4, Unreal/C++ (exploratory), Three.js/WebGL
Graphics & Tech Art:	Custom HLSL/Compute Shaders, URP/HDRP, Vertex Animation Textures (VAT), Render Graph, VFX Graph, Profiling & Frame Debugging, Blender
Systems & Architecture:	Gameplay Frameworks, SOLID, Clean Architecture, Dependency Injection (Zenject/Extenject), Procedural Generation (Voronoi/Noise), Physics Engines
Multiplayer & Net:	WebSockets, Mirror, Photon (Fusion/PUN), Client-Side Prediction, Interpolation & Lag Compensation, Headless Servers (Docker)
Tooling & Pipelines:	Custom Unity Editor Tools, CI/CD (Jenkins, GitHub Actions), Python, Automation Tools, Model Context Protocol (MCP), Git-flow

PROFESSIONAL EXPERIENCE

762 Interactive — *Tech Artist & Senior Systems Programmer (Contract)*

July 2026 – Present

- Architect core production systems and management simulation loops for *King Pin Tycoon* in Unity 6.
- Engineer custom editor pipeline tooling, including an automated URP impostor baker and map-flow authoring workflows to sustain large asset counts at high framerates.
- Collaborate directly with design leadership to turn high-level GDD mechanics into deterministic technical implementations.

Enver Studio — *Senior Systems & Automation Engineer*

March 2026 – July 2026

- Led an architectural overhaul of the runtime item interaction system for *Scary Baboon* (Meta Quest VR), resolving legacy sync bugs and unblocking new designer-requested item mechanics.
- Built a procedural hand-posing system dynamically matching player rigs to grabbed objects in VR space.
- Established an automated VR end-to-end integration test harness simulating player navigation, grabbing, and object interactions inside headless container builds.
- Configured Jenkins CI/CD pipelines targeting Meta Quest release channels, reducing manual deployment friction for cross-functional developers.

Golf Daddy — *Senior Unity Engineer*

July 2025 – February 2026

- Refactored core 3D gameplay physics to achieve authentic ball-flight dynamics and realistic collisions across varied course terrains.
- Prototyped a procedural golf course generation system capable of generating varied, infinite playable courses from procedural terrain and mesh synthesis. Built WebSocket motion-capture retargeting for humanoid rigs.

Fanatee — ***Senior Unity & Technical Art Engineer*** March 2024 – February 2025

- Engineered the core gameplay HLSL shader system featuring dynamic quality tier scaling, driving a 300% performance gain on entry-level mobile hardware.
- Programmed a custom client-side interpolation system for networked player movements and animations, smoothing visual jitter under variable ping conditions.
- Implemented an autonomous bot simulation system that dynamically backfilled multiplayer matches to maintain instant matchmaking queues.

Unit9 — ***Unity Shader & VFX Engineer (Contract)*** August 2023 – September 2023

- Created custom performant shaders, real-time visual effects, and environmental gameplay mechanics tailored for the Meta Quest 3 launch title *Curio*.
- Tuned graphics within strict mobile XR thermal and GPU fill-rate budgets.

Lifeforce Games — ***Senior Unity Developer*** February 2023 – July 2023

- Delivered gameplay systems, progression loops (runes/orbs), and player abilities for *Spark Defense* (MOBA/Tower Defense), contributing to 50,000+ Steam downloads in month one.
- Implemented runtime profiling passes that lifted average framerates by 15% and cut scene loading times on minimum-spec hardware.

Inverse — ***Lead Unity Developer (Metaverse & Mobile)*** May 2022 – January 2023

- Led the architectural migration of a browser-based WebGL metaverse platform to native iOS and Android builds, lifting player retention and engagement by 30%.
- Mentored junior and mid-level developers on clean code patterns, memory management, and mobile asset optimization.

Vetor Zero — ***Lead Unity Developer & Tech Lead*** August 2017 – June 2022

- Managed a technical team of up to 20 engineers and technical artists building real-time interactive installations, mobile games, and award-winning AR/VR experiences.
- Led technical development on Burger King's *Burn That Ad* augmented reality campaign, delivering real-time fire shaders and computer vision marker tracking that won 9 Cannes Lions.
- Created real-time camera tracking systems linking physical broadcast cameras to virtual 3D pipelines.
- Standardized project scaffolding, automated asset bakes, and team Git-flow practices, increasing overall engineering throughput by 20%.

EBAC (Escola Britânica de Artes Criativas) — ***Unity Game Development Instructor*** August 2019 – August 2021

- Designed and delivered game architecture curricula covering Unity C# scripting, mechanics design, shader fundamentals, and production pipelines.

SELECTED SHIPPED & PRODUCT WORK

MeshNodes (Unity Asset Store): Built and shipped an extensible procedural mesh generation tool featuring 30+ deformation/generation nodes, C# node authoring API, and Job System/Burst compiler integration for ~10x execution speedups.

Nine Nines (Steam): Solo engineered and released a procedural 3D tower defense game built on Voronoi terrain algorithms and custom pathfinding.

Rusty the Rooster (Steam): Designed a 2D pixel-art platformer featuring 30 handcrafted levels, custom physics controllers, and custom CRT rendering shaders.

EDUCATION & HONORS

- **Bachelor of Arts in Graphic Design** — Centro Universitário Belas Artes de São Paulo
- Industry Honors: 10 Cannes Lions (Gold, T-Fal; 9, Burger King Burn That Ad AR), 4 D&AD Pencils, and 4 Clio Awards.