

William Smolinski Jr.

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SKILLS

Game Development: Unity, C#

Systems: Gameplay Systems, AI Behavior, State Machines, UI Systems, Client-Server Communication

FEATURED PROJECTS

[View All Projects](#)

Apocalypse Commander - [About](#)

- Developed a 2D top-down RTS prototype in Unity using C#, focusing on large-scale unit control and simulation
- Implemented an optimized pathfinding system supporting thousands of AI-controlled entities using a heatmap-based approach
- Designed multi-threaded pathfinding logic to improve performance and maintain responsiveness under high entity counts
- Built core RTS systems including unit movement, selection, and large-scale behavior coordination

Space Privateer - [About](#)

- Developed a 2D game in Unity using C#, implementing player movement, combat systems, and game state management.
- Completed full development cycle independently, from design to implementation
- Code is public on my GitHub profile

Tech Empire Tycoon - [About](#)

- Developed a menu based mobile game using React Native, implementing incremental/idler gameplay systems with state-driven progression logic
- Iterated on gameplay balance and stability by incorporating user feedback and resolving reported issues.
- Published on Google Play, achieving 50+ downloads so far

WORK EXPERIENCE

Saratoga County

Ballston Spa, NY

Systems Analyst / Full-Stack Developer

Jan 2026 - Present

Computer Programmer

Feb 2024 - Dec 2025

- Serve as the primary developer responsible for designing and building internal web applications used by 700+ employees.
- Develop and maintain fullstack web applications using modern backend APIs, database-driven architectures, and JavaScript frontends
- Own full development lifecycle from requirements gathering through system design, implementation, and deployment.
- Modernized legacy systems by refactoring outdated codebases into maintainable, scalable web applications.

EDUCATION

Hudson Valley Community College

Associate of Science, Computer Information Systems, 4.0 GPA