

Will Eves

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PROFESSIONAL SUMMARY

Junior Software Engineering student at Liberty University (**4.0 GPA**) with hands-on experience creating various projects such as game engines, websites, and frameworks.

SKILLS

Languages: C++, Python, C#, JavaScript, HTML, CSS

Tools: Unity, Visual Studio, Git, VS Code

EDUCATION

Liberty University | Lynchburg, VA - May 2028 (Expected)
B.S. Software Engineering. **4.0 GPA**

Jefferson Forest High | Forest, VA - May 2025
High School Diploma. High Honors. **4.36 GPA**

LEADERSHIP & ACTIVITIES

Project Leader, Software Development Club (2024), Liberty University

- Taught the basics of **SFML** (C++ Graphics Library)
- Created a prototype game with a **team of 5**

Competitor, Competitive Programming Club (2025), Liberty University

- Tied for **20th** place out of **111** teams
- Competed in **Division 1** of the **ICPC** North America Mid-Atlantic Regional Contest

PROJECTS

3D C++ Game Engine, www.github.com/Will-Eves/BurstEngine

Burst Engine is a **3D C++** game engine.

- Designed a **3D game engine** in C++ around an **Entity Component System**, with components for rendering, audio, game logic, and more
- Designed the rendering engine from scratch using **OpenGL** through the **glew** and **glfw** libraries

Lightweight JavaScript Game Framework, www.github.com/Will-Eves/MiniJS

MiniJS is a **JavaScript** game framework made for building **web games** quickly.

- Designed a complete **2D game API** including rendering, input, audio, UI, and physics, as well as a custom **2D vector math library** and **collision detection**
- Wrote full **API documentation** covering every module in the framework