

Hunter Liles

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[Portfolio Website](#)

EDUCATION

McNeese State University
Bachelor of Science: Computer Science

Lake Charles, LA
Expected May 2028

EXPERIENCE

McNeese Tutor Current
McNeese State University (Math & Science) *Lake Charles, LA*

- Helping other McNeese students understand mathematical concepts.

Undergraduate Student Researcher Current
McNeese State University (Engineering & Comp. Sci.) *Lake Charles, LA*

- Created a custom SDF Engine using the Raylib game engine, C++ and GLSL shaders in order to delve into the benefits of SDF rendering.
- Collaborated on a VR puzzle game with two other undergraduate researchers at McNeese using the Unity game engine.

Church IT Current
Iowa First Baptist Church *Iowa, LA*

- Hardware maintenance and technical troubleshooting for the Iowa First Baptist media team.

PROJECTS

SDF Rendering Engine | *C++, Raylib, GLSL* Current

- Developing a custom Signed Distance Field (SDF) graphics rendering engine from scratch.
- Created custom GLSL shaders for the SDF functions.

VR Research Project | *C#, Unity* December – January

- A proof-of-concept VR puzzle game as an undergraduate research project.

Blossom | *C++*

- A 2D game engine written in C++ using OpenGL and a custom math library.
- Originally a final project for a Java class, remade in C++ and Raylib as a game engine.

TECHNICAL SKILLS

Languages: C++, C, GLSL, Java, SQL

Developer Tools: Git/GitHub, OpenGL, Linux, SQL Servers, LaTeX

Concepts: Graphics Programming, Physics Simulation