Zackery Martin

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Objective

With over 7 years of experience as a Unity Developer, I am seeking a challenging position in game and metaverse development where I can leverage my extensive expertise in creating immersive gaming experiences, innovative metaverse environments, and engaging interactive content. I am passionate about utilizing cutting-edge technologies to push the boundaries of digital worlds and contribute to the future of gaming and virtual reality.

Summary of Qualifications

- Project Management
- Cross-Platform Development | 2D and 3D Game Development
- User Interface Design | Sound Design
- VR and AR Support
- Scripting | C# | C++
- Multiplayer and Networking | Testing and Debugging
- AI Development(NPCS)
- Metaverse Integration | NFT Utilization
- Web3 Wallet Connectivity

Professional Experience

eArtisan   **Montreal, Quebec**

Game Developer | Project Lead   June 2023 to January 2024

- Architected the complete infrastructure for an NFT Marketplace and Game Development, ensuring a cohesive and scalable design.
- Served as a Project Manager, meticulously overseeing the project's adherence to its plan, timeline, and financials.
- Developed an NFT marketplace utilizing Unreal Engine, showcasing advanced technical proficiency.
- Engineered a Blueprintable FJsonValue wrapper, enabling full JSON functionality within Unreal Engine blueprints.
- Seamlessly integrated WebSocket technology with Unreal Engine to enhance real-time data communication.
- Contributed to the development of an open-world survival game, incorporating detailed characters, weapons, and vehicles.
- Designed and implemented a multiplayer shooting game system, focusing on competitive gameplay mechanics.
- Employed Agile Development methodologies to streamline project processes and successfully implemented Continuous Integration/Continuous Deployment (CI/CD) using Git Actions.

DexBattle   **California, Walnut**

Metaverse Developer   October 2009 to August 2018

- Developed an NFT marketplace leveraging Unity, showcasing advanced application of game development frameworks.
- Integrated blockchain functionalities into the Unity platform using the Moralis Web3 Unity SDK, enabling secure and efficient transactions.
- Crafted a real-time strategy online game (MMOFPS) utilizing Photon Unity Networking (PUN2), demonstrating expertise in multiplayer game development.
- Engineered comprehensive player mechanics, including movement (Walk, Run, Jump, Fall, Idle), shooting, and a health system, to enhance gameplay interaction.
- Incorporated advanced weapon handling in the game, supporting dual-hand and multi-hand grips, showcasing attention to detail in game realism.
- Designed and implemented the UI/UX using the VHUD controller, ensuring an intuitive and engaging user interface.
- Ensured cross-platform compatibility, supporting MacOS and Windows for desktop, and iOS and Android for mobile devices, demonstrating a commitment to broad accessibility.
- Integrated frontend and games with Web3, improving interfaces and gameplay, further attracting users.

Borgverse   **California, SANTA CLARA**
Unity Developer   July 2021 to August 2022
- Developed a Solana NFT marketplace within Unity, streamlining digital asset trading and management for an immersive user experience.
- Enhanced player matchmaking fairness by adjusting team selection based on player counts, elevating gameplay quality.
- Authored Rust smart contracts for GameFi, securing transactions and enriching gameplay, which grew the user base.
- Enhanced game environments and mechanics, including tunnel design, bike dynamics, and camera perspectives.
- Led a UI redesign, leveraging additional graphic design support for faster implementation.
- Integrated Solana Unity SDK and wallet functionality, enhancing in-game transactions and asset management for improved player engagement.
- Integrated blockchain third party into the Unity platform using the ChainSafe Unity SDK, enabling secure and efficient transactions.

TreasureDAO   **Cayman Islands**
Game | Web3 developer   October 2020 to June 2021
- Spearheaded the development of an BombMan-style game featuring a monkey character, utilizing Unity for comprehensive game design and PUN2 for multiplayer functionality.
- Enhanced gameplay with the implementation of a ghost mode for characters upon death and dynamically expanding the game map over time to increase challenge and engagement.
- Led the UI/UX design process, ensuring intuitive navigation and a seamless user experience, while also developing realistic ragdoll animations and movement physics for lifelike character interactions.
- Integrated NFT functionality using ChainSafe, enabling the secure and seamless trade and ownership of digital assets within the game environment.
- Implemented direct retrieval of NFT information from the infrastructure, leveraging IPFS for efficient and reliable blockchain data access, enriching the game's Web3 capabilities.

Education

Bachelor of Science in Computer Tulane University (New Orleans, LA)

Presentations and Publications
- Delivered a talk on Unity advancements at GDC 2022, highlighting new game development strategies.
- Authored an article on blockchain in gaming for the International Journal of Game Theory, discussing its potential and challenges.
- Led a Photon Unity Networking workshop at Unity Dev Day 2021, focusing on multiplayer game development.

Skills
- Project Management
- Unity, C#
- Unreal engine, C++
- Blockchain, Web3, NFT, IPFS
- VR/AR, AI
- Godot
- React, Javascript / Typescript
- PUN, Fusion
- Git