Zachary Blouin
Software Programmer

Surrey, BC
778-980-7733
Zachary.Blouin@gmail.com

☑ **Explore my portfolio!**
Cazac.github.io/WEB-PortfolioWebsite

Experienced generalist game programmer with a passion for creating games and a versatile skillset in gameplay programming, debugging, prototyping, design pitching, and crafting UI/UX experiences.

Coding Languages

- ❖ C#
- ❖ C++
- ❖ LUA
- ❖ Java
- ❖ AngelScript
- ❖ HTML, CSS, ReactJS

Software Skills

- ❖ Unity
- ❖ Unreal Engine
- ❖ Visual Studio
- ❖ Photoshop
- ❖ Perforce
- ❖ Git, Git Tools

Experience

Gasket Games
Programmer | 2021 - 2025

Employed at Gasket Games as a programmer, focusing primarily on client work and in-house prototyping. Collaborated with a diverse set of teams and projects to coordinate developing features, bug fixing, and user interface work.

◉ Activision Blizzard Contract | Warcraft 3 Reforged 2.0
Programmer | 2023 - 2024

Joined forces with Blizzard employees to revitalize Warcraft 3 Reforged for its 2.0 patch. Our team tackled highly requested community changes, fixing issues, overhauling UI systems, and adding a new rendering system component.

- Helped overhaul and redesign menus and in game UI systems using ReactJS.
- Conquered Warcraft 3's complex custom C++ engine to resolve 20+ year old bugs with limited documentation.
- Coded additional game features and worked through multiplayer lobby and matchmaking issues.

◉ Gearbox Contract | Homeworld: Deserts of Kharak
Programmer | 2022 - 2023

Collaborated with Gearbox staff on the re-release of the game onto the Epic Games Store with EOS integration. Our team used Unity and C# to update the game and contribute towards a promotional push for an upcoming installment.

- Worked to integrate EOS achievements, game presence, cross-platform multiplayer, and leaderboards.
- Fabricated a UI system that parsed web JSON data and displayed the information in an appealing form.
- Coordinated with other team members to resolve C# performance issues and fix legacy bugs.

◉ Confidential Studio Contract | Unreleased Project
Programmer, Scripter | 2021 - 2022

Assisted with an unreleased game focusing my skills in Unreal Engine, C++ and LUA scripting to develop features and fix bugs.

- Collaborated closely with designers to craft their perfect vision of each minigame using LUA scripting.
- Utilized C++ for game statistics aggregation and data collection features.

◉ Various Prototypes
Programmer, Designer | 2021 - 2025

Supported the development of multiple internal prototypes. Projects focused on using Unreal Engine, C++, and AngelScript with team sizes ranged from small three-person teams to larger scale prototypes involving dozens of individuals.

- Pitched creative designs and possible technical implementations to other developers before integrating feedback.
- Adapted to working with quick coding iterations while balancing scalable code for core systems.

Education

Kwantlen Polytechnic University
Bachelor of Information Technology | 2021

Experience cont.

Moonlit Sky Games
Sole Programmer | 2018 - 2021

Employed as the sole programmer for a startup company developing a 3D turn-based multiplayer strategy game. Worked with a small and highly motivated core team to breathe life into the game.

◉ Commanders of Valor

Succeeded in building a historical accuracy focused strategy game based around the Roman Empire and their adversaries. The game featured dynamic family trees, commander traits, permanent death, prisoner trading and online matchmaking functionality.

- Solved complex issues through research and creativity to implement unique mechanics.
- Created a cost effective online multiplayer system with lobbies, matchmaking and chat functionality.
- Delivered and polished the entire technical side of the game, while embracing multiple roles within a startup environment.

I Want to Live in the Mountains Interactive
Contract Programmer | 2021

Hired for contract work to assist in the development of a proof-of-concept prototype mechanic expediting the game's development.

◉ Shadows Light

Contracted to develop a Unity system allowing players to make shadows into physical objects that could be moved and manipulated within the prototype. Successfully designed, engineered, and delivered the prototype to the customer.

- Developed complex programming solutions to solve unique mechanics.
- Optimized C# programming solutions to fulfill requirements and reach benchmarking goals.

Personal Projects

◉ The Eternal Oath
Solo Developer | 2023 - 2024

My personal project magnum opus, a proposal video game secretly built over 8 months for my girlfriend and now fiancé. The game is a three hour long visual novel and card battler fusion game with the story set in a fantasy world inspired by our lives together.

- Wore every hat of game development to complete a fully polished game under a strict deadline.
- Employed strong project management skills to balance coding, art, sound, and narrative design.

Hobbies

Tabletop Games	Survival Games	3D Printing	Virtual Reality	Wood Working	Hiking Trails

References Available
Upon Request