Zachary Blouin
Software Programmer

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Hey! Visit My Portfolio At:
http://teenytinygames.webhop.me/

I am a capable freshly graduated junior programmer ready to put my talents to use on a new adventure. to
I am a software developer and game programmer graduated from KPU
Appreciation of quality UI/UX design. I want to help others with the skills that I possess and make my work
environment a brighter place.

Coding Skills

- ❖ C#
- ❖ C++
- ❖ Java
- ❖ SQL

Software Skills

- ❖ Unity
- ❖ Visual Studio
- ❖ Unreal Engine
- ❖ Photoshop

Professional Experience

Moonlit Sky Games
Lead Programmer | 2018 - 2021

Employed as the Lead Programmer in creating Commanders Of Valor, a 3D turn-based strategy video game for PC using the Unity
game engine and the C# language. Tasked with developing the entire game from the ground up.

- Used start-up company culture to fill and learn multiple roles in the company such as engineering software requirements, programming, UI design, document creation and creative design.
- Designed and recorded all of the software requirement documents from designer pitches.
- Created grid-based systems involving movement, combat, special effects, animation, UI, and debug systems.
- Solved complex issues and bugs in a self-research and solo environment.
- Working in a team format with other creative directors and artists to provide an integrated and functional product.

Shadows Light
Contact Programming Work | 2020 - 2020
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VR Play Space
Company Owner | 2016 - 2019

VRPS is a company created be me to be able to share a passion of virtual reality with new people. The company does both paid and
volunteer social events. Tasks involved marketing and interacting with customers using the technology.

- Marketed and supported to the needs of customers to plan for successful future business.
- Gaining experience in the process of starting a company and managing business requirements.
- Created business documents and advertising to create an improved experience for customers.

Phantom Screens
Workshop Manager | 2016 -2018

Summer seasonal employment controlling and processing all incoming orders. Simultaneously doing home installation of product
and selling to customers in unique settings.

- Applied programming skills and C# to create a practical solution programming solution to sizing product, halving time spent on calculations.