Zachary Blouin
Software Programmer

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! Visit my portfolio!

Teenytinygames.webhop.me

A freshly graduated and capable programmer ready to join the workforce. Graduated from KPU with a Bachelor of Technology degree focusing on software development with a passion for game development. I am a self-starter in business and a team leader in game development.

Coding Skills

- ❖ C#
- ❖ C++
- ❖ Java
- ❖ SQL
- ❖ HTML & CSS
- ❖ Bootstrap

Software Skills

- ❖ Unity
- ❖ Unreal Engine
- ❖ Visual Studio
- ❖ Photoshop
- ❖ Audacity
- ❖ Trello
- ❖ .Net Core
- ❖ Git & Git Tools

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 which used the Unity game engine with C#. Tasked with developing and polishing the entire game from the ground up.

- Produced clean, consistent and stylized C# code to develop the game.
- Solved complex problems and bugs through research, creativity and perseverance.
- Worked as team with designers, directors and artists to provide a well integrated and functional product.
- Used startup company culture to fill and learn multiple roles within the industry such as software documentation, programming, UI design, sound design and art manipulation.

Shadows Light
Contract Programmer | 2020

Tasked with developing a Unity system to make shadows into physical objects which could be moved and manipulated within a game prototype. Designed, engineered and delivered the prototype to the customer from the requirements given.

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

VR Play Space
Company Owner | 2016 - 2019

VRPS was a company I created to be able to share a passion of virtual reality with others. I have done both business events and volunteer social events. Primary tasks involved marketing and interacting with customers using virtual reality technology.

- Developed strong interpersonal skills through demoing interactive content to users new to VR.
- 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

Seasonal employment controlling and processing incoming orders for Phantom Screen products. Preparation of product and home installation as well as selling and marketing to customers.

- Applied programming skills to create a practical programming solution to sizing product, halving time spent on calculations.
- Engaged with customers selling, installing and maintaining screens door product.

Education

Kwantlen Polytechnic University

Bachelor of Information Technology | 2021

Personal Projects

Crossing the Cosmos
Lead Programmer | 2020 - 2020

Designed and developed "Crossing the Cosmos", a 2D adventure strategy video game for PC using the Unity game engine with C#. Built the game from the ground leading a team of 4 members as both lead programmer and team leader.

- Developed designs, documents, requirements and code architecture for the game.
- Created and implemented UI/UX design with animations to create high quality polish.
- Programmed key randomization systems, system balance and most key features.

Tera Dragon
Team Leader, Programmer | 2020 - 2020

Organized an online community around game development and led members in the development of "Tera Dragon", a 2D tower defense video game for PC using the Unity game engine with C#.

- Organized project tasks through Trello boards, creating project deadlines, time estimates and milestones to streamline team tasks and boost productivity.
- Designed enjoyable game mechanics though playtesting and play test documentation.
- Led teammates though online channels focusing on hands on leadership to motivate members.

The Mountain
Lead Programmer | 2020 - 2020

Lead developer and designer of "The Mountain", a 3D first person dungeon crawler prototype for PC using the Unity game engine with C#. The project was designed to gain experience in all sectors of game development and further my skills as a programmer while exploring different concepts of survival game design.

- Developed complex room randomization of 3D dungeons with dynamic room building.
- Used AI state machines to create dynamic enemies and construct interesting combat.
- Strengthened skills in atmospheric and lighting design to build unique and visually appealing levels.
- Designed and produced common staples of the first-person genre such as, movement, abilities and ray cast detection with C#.

Let's Take A Selfie!
Lead Programmer | 2020 - 2020

Participated in the "Van Jam" game jam as team leader to create "Let's Take A Selfie!", a 2D side scrolling platformer for PC using the Unity game engine with C#. Completed the full game in a fast-paced, time restricted environment.

- Worked quickly within a tight timelines to complete design, programming, art and sound.
- Developed enjoyable and creative mechanics in a fast-paced environment using Unity & C#.

Hobbies

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

References Available Upon Request