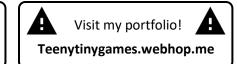


South Surrey, BC 778-980-7733 Zachary.Blouin@gmail.com



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#

- **❖** SQL
- HTML & CSS
- Java
- Bootstrap

## **Software Skills**

- Unity
- Audacity
- Unreal Engine
- Trello
- Visual Studio
- .Net Core
- Photoshop
- 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 new people. The company has done both business 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. Simultaneously doing home installation of product and selling to customers in unique settings.

- 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#. I Built the game from the ground up 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**















Hiking

References Available Upon Request

Survival Games

3D Printing

Virtual Reality

Wood Working