



Zachary Blouin Software Programmer

South Surrey, BC

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[Teenytinygames.webhop.me](https://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.