South Surrey, BC

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**Zachary Blouin**

**Software Programmer**

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.

#### C#

#### C++

#### Java

#### SQL

#### HTML & CSS

#### Bootstrap

#### Audacity

#### Trello

#### .Net Core

#### Git & Git Tools

**Coding Skills**

**Software Skills**

**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.

**Professional Experience**

#### Unity

#### Unreal Engine

#### Visual Studio

#### Photoshop

Tabletop

Games

Hiking

3D Printing

Survival

Games

Virtual

Reality

Wood Working

**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**

***References Available Upon Request***

**Personal Projects**

**Kwantlen Polytechnic University**

#### *Bachelor of Information Technology | 2021*

**Education**