**Zachary Blouin**

**Software Programmer**

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Hey! Visit my portfolio at:

http://teenytinygames.webhop.me/

A freshly graduated and capable programmer ready to join the workforce and put my talents to use on the next big project. Graduated from KPU in 2021 with a focus on software development and a passion for game design. A self-starter in business and a team leader in game development, I have developed a business around Virtual reality and lead many teams in game development. Passionate about the Unity Game Engine.

**Moonlit Sky Games**

*Lead Programmer | 2018 - 2021*

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**Summary**

* KPU Information Technology 4th year student with a background in Java, SQL, C#, HTML, CSS software engineering, hardware, operating systems, networking, databases.
* Lead programmer & software designer for multiple team projects using Java, SQL, and C#.
* Game development experience working with Unity (C#) & Android Studio (Java).
* Practical programming & project management experience in workplace environments.
* Customer service experience working as a team as well as individually as a customer rep.
* Volunteer experience coordinating with event leaders to provide unique VR technologies.

**Work & Volunteer Experience**

**Moonlit Sky Games**  2018 - Present

Lead Programmer, Lead System Designer

Employed as Lead Programmer & System Designer in creating a 3D, Strategy, Turn Based PC video game using the Unity game engine and the C# language. Tasked with developing the entire game from scratch and designing software requirements.

* Used startup company culture to fill and learn multiple roles in the company such as engineering software requirements, programming, UI design, document creation and creative design.
* Created grid based systems involving movement, combat, menu, special effects, animation, character generation 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.

**Phantom Screens** 2016 – 2018

Workshop Manager

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.
* Eliminating lost orders for the company by re-organized shelving and storage methods.
* Maintained and opened communication lines with other employees conveying innovative ideas to be adapted by the company, increasing productivity.
* Engaged with customers in new settings, selling product and improving communication.

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**Work & Volunteer Experience (Continued)**

**VR Play Space**  2016 - Present

Owner

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.

**Project Experience**

**KPU Class Scheduler Application** 2018

Project Lead, Programming Lead, UI / UX Design Lead

Leading a team of 5 members to create a client side application primarily using Java and SQL languages over 4 months. Data was processed from users and databases to create dynamic and scalable schedules using classrooms, courses and teachers information.

* Integrating Java and SQL to create a sorting algorithm that dynamical creates schedules.
* Adopting both Lean and Agile UI / UX design to speed up project workflow.
* Designing and implementing an art style consistent with the KPU company logo and color palate, giving the end product a professional appearance.
* Applying team leadership and social skills to commit the team to plans, deadlines and an effort to achieve the highest quality end product.

**Education**

**Kwantlen Polytechnic University - Information Technology** 2015 - Present

* Programing Design
* Database Design
* Operating Systems
* Hardware & Software

**References available upon request.**