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.

**Software Skills**

**Coding Skills**

#### C#

#### C++

#### Java

#### SQL

#### HTML & CSS

#### Bootstrap

#### 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.

#### Unity

#### Unreal Engine

#### Visual Studio

#### Photoshop