**Zachary Blouin**

**Software Programmer**

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I am a capable freshly graduated junior programmer ready to put my talents to use on a new adventure. to I am a software developer and game programmer graduated from KPU

Appreciation of quality UI/UX design. I want to help others with the skills that I possess and make my work environment a brighter place.

**Software Skills**

**Coding Skills**

Hey! Visit My Portfolio At:

http://teenytinygames.webhop.me/

#### C#

#### C++

#### Java

#### SQL

#### Unity

#### Visual Studio

#### Unreal Engine

#### Photoshop

**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 using the Unity game engine and the C# language. Tasked with developing the entire game from the ground up.

* Used start-up company culture to fill and learn multiple roles in the company such as engineering software requirements, programming, UI design, document creation and creative design.
* Designed and recorded all of the software requirement documents from designer pitches.
* Created grid-based systems involving movement, combat, special effects, animation, UI, 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.

**Shadows Light**

*Contact Programming Work | 2020 - 2020*

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**VR Play Space**

*Company Owner | 2016 - 2019*

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.

**Phantom Screens**

*Workshop Manager | 2016 -2018*

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 selling product and improving communication lines.

**Professional Experience**