Visit my portfolio!

Canada, BC, South Surrey

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Zachary.Blouin@gmail.com

**Zachary Blouin**

**Software Programmer**

**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.

#### C#

#### C++

#### Java

#### SQL

#### HTML & CSS

#### Bootstrap

#### Audacity

#### Trello

#### .Net Core

#### Git & Git Tools

#### Unity

#### Unreal Engine

#### Visual Studio

#### Photoshop

**Professional Experience**

**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 using the Unity game engine with C#. Tasked with developing and shipping 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 shipped the prototype to the customer from the requirements given.

* Developed advanced programming solutions to solve unique mechanics.
* Optimized 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 and C# to create a practical solution programming solution to sizing product, halving time spent on calculations.
* Engaged with customers selling, installing and maintaining screens door product.

**Kwantlen Polytechnic University**

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

Tabletop

Games

Virtual

Reality

Wood Working

Hiking

***References Available Upon Request***

**Education**

**Crossing the Cosmos**

*Lead Programmer | 2020 - 2020*

Employed as the Lead Programmer in creating Commanders Of Valor, a 3D turn-based strategy video game for PC using the Unity game engine with C#. Tasked with developing and shipping the entire game from the ground up.

* Developed strong interpersonal skills through demoing interactive content to users new to VR.

**Let's Take A Selfie!**

*Lead Programmer | 2020 - 2020*

Employed as the Lead Programmer in creating Commanders Of Valor, a 3D turn-based strategy video game for PC using the Unity game engine with C#. Tasked with developing and shipping the entire game from the ground up.

* Developed strong interpersonal skills through demoing interactive content to users new to VR.

**Tera Dragon**

*Team Leader, Programmer | 2020 - 2020*

Employed as the Lead Programmer in creating Commanders Of Valor, a 3D turn-based strategy video game for PC using the Unity game engine with C#. Tasked with developing and shipping the entire game from the ground up.

* Developed strong interpersonal skills through demoing interactive content to users new to VR.

**The Mountain**

*Lead Programmer | 2020 - 2020*

Employed as the Lead Programmer in creating Commanders Of Valor, a 3D turn-based strategy video game for PC using the Unity game engine with C#. Tasked with developing and shipping the entire game from the ground up.

* Developed strong interpersonal skills through demoing interactive content to users new to VR.

**Personal Projects**

**Hobbies**

3D Printing

Survival

Games