ZACHARY AARS

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SUMMARY

Unity game developer focused on gameplay, tools, and VR. Strong in rapid prototyping, clean C#, and shipping small, polished releases.

SKILLS

Languages & Engines: C#, Unity, Python

VR & Tools: OpenVR, SteamVR, Blender, Git

Methods: Agile, rapid prototyping, test-driven debugging

SELECTED PROJECTS

- VTT Soundboard (GM) – fast audio triggers for virtual tabletops • itch.io link
- Game Design Document Maker – template-driven GDD creation • itch.io link
- Wrong Number: Late Night Call – short scare experience • itch.io link

EXPERIENCE

Game Developer — Hoskinson Health & Wellness Clinic | Gillette, WY

Sep 2024 – Jan 2025

- Designed and implemented interactive systems in Unity and C#.
- Built retro-inspired gameplay loops and UI for engaging experiences.
- Delivered scoped features on short iterations.

VR Developer — Northern Wyoming Community College District | Gillette, WY

Aug 2022 – Jan 2024

- Integrated VR in Unity for MSHA-compliant training simulations.
- Developed C# hardware interfaces with OpenVR and SteamVR.
- Ensured stability across supported headsets and runtimes.

Technical Support Specialist — Visionary Broadband | Gillette, WY

Apr 2022 – Nov 2023

- Diagnosed LAN and connectivity issues using network tools and protocol checks.

- Improved first-call resolution via systematic troubleshooting.

Project Intern — The Tech Academy (ASP.NET, Django) | Remote

Oct 2021 – Dec 2021

- Enhanced codebases with C#, .NET MVC, Entity Framework, Bootstrap.
- Built a custom Django app with Python, SQL/SQLite, and HTML/CSS.

Founder — Alkain Gaming & Entertainment Studios | Gillette, WY

Jun 2021 – Present

- Shipped indie projects and tooling. Managed scope, release, and support.

EARLIER EXPERIENCE

Alkain Studios LLC — CEO & Founder (2017–2021)

Gillette College — VR Programmer (2019–2020)

CTW Automation — Software Engineer (2018–2019)

God Inspired Games — Project Manager (2016–2018)

Additional roles: Technical Support, Grounds, Concessions, Warehouse/Driver

EDUCATION

The Tech Academy — Software Engineer Bootcamp (2021–2022)

Full Sail University — Video Game Design (2016)

Gillette College — Electrician (2014–2015)

Heritage Christian School — High School Diploma (2012)

CERTIFICATIONS

Developing a Mood Board; Writing Press Releases

LANGUAGES

English (Native); Japanese (Elementary)