# Zachary Petty

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## Junior Game Developer

Self-motivated game developer specializing in Unreal Engine 5 & Unity with a strong focus on gameplay systems, technical design, and environmental interaction. Experienced in scripting, prototyping, and building immersive levels with collaborative remote teams.

## WORK EXPERIENCE

**Healogics** • **Jacksonville, FL** • **01/2021 - Present**

**InfoSec Support Specialist II** • **Full-time**

- Resolve complex software, hardware, and network issues for **200+** corporate and field users.
- Maintain documentation and provide cross-department support, ensuring minimal downtime during incidents.
- Led company-wide migration to Windows 11, **coordinating scheduling and deployment** across multiple locations.
- **Designed phishing simulation campaigns** in KnowBe4, applying web development skills to improve security training engagement.

**Serenity Forge / RealXP Lab** • **Remote** • **05/2025 - 08/2025**

Gameplay Prototyping Externship

**Producer & Gameplay Developer** • **Internship**

- Led coordination of a 10-member programming team to deliver **5 playable builds** of a Unity horror mountain biking prototype.
- Refactored and implemented **modular bike controller architecture**, reducing merge conflicts and enabling faster feature integration.
- Organized **weekly integration meetings**, resolved merge conflicts in real time, and delivered polished builds for studio review.
- Contributed to gameplay systems, camera logic, environmental effects, and UI controller support.
- Participated in **4+ code review cycles** and weekly playtests, iterating on feedback to improve engagement and polish.
- Developed and delivered **weekly presentations** on feature progress and planned improvements, enhancing cross-department collaboration and ensuring alignment among technical and non-technical stakeholders.

## PROJECTS

**Lyin' Jack - Producer & Designer** • 08/2025 - 09/2025

Gamecrafters Collective Summer Jam Winner (2025) - Unity

Conceived and pitched winning game idea; authored design doc, directed art style, and coined the title.

Implemented core systems (blackjack mechanics, betting framework) and advised the team through final delivery.

**Fortune Guesser - Producer & Character Artist** • 08/2025 - 09/2025

Gamecrafters Collective Summer Jam (2025) - Unity

Coordinated production and gameplay systems for a horror biking prototype; refactored controller architecture and integrated cross-disciplinary features.

**"Bike Game" - Producer & Gameplay Programmer** • 05/2025 - 08/2025

Serenity Forge / RealXP Lab - Unity

Coordinated production and gameplay systems for a horror biking prototype; refactored controller architecture and integrated cross-disciplinary features.

**Goblins are Real – Solo Developer**

Goblin Game Jam 2025 - Unreal Engine 5

Designed and developed a horror wave-survival prototype in one week, focusing on atmosphere, visuals, and player experience. Praised for strong environment design.

**Tornado Trouble – Gameplay Programmer & Level Designer**

Brackey's Game Jam 2025.1 - Unreal Engine 5

Developed a physics-based tornado game over one week. Implemented movement, boost mechanics, and scoring systems; completed core loop under time constraints.

**Supermarket Time Heist – Stealth Game**

Winter is Jamming, 2024

- Developed stealth mechanics, time manipulation, AI behaviors using Blueprints.
- Created custom meshes for game objects using built-in editor tools.

## SKILLS

**Programming Languages:** Blueprints, C#, C++, GDScript, Python

**Game Engines:** Unity, Unreal Engine 5

**Specialization:** AI Programming, Gameplay programming, Technical Design

**Soft Skills:** Analytical problem-solving, Communication skills, Interpersonal skills, Remote collaboration, Team Leadership

**Tools & Pipelines:** Bitbucket, Excel, Git, GitHub, Microsoft Office, Notion, Trello, Visual Studio

**Development Practices:** Agile Workflows, Code Reviews, Cross-discipline Collaboration, Modular Architecture, Rapid Prototyping

**Art & Design Tools:** Adobe Animate, Adobe Illustrator, Adobe Photoshop, Blender, Maya

## EDUCATION

**Bachelor of Science in Game Programming and Development**

Southern New Hampshire University • Manchester, NH • GPA: 3.9 • 08/2023 - 12/2025