Michael Zatlin Jr.

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GitHub: https://github.com/Mzatlin
Projects: https://mzatlin.itch.io/

Work Experience

Systems Engineer   - 6/2018 - 9/2020 -
Premium Windows & Doors
C#/MySQL/Visual Basic
 -Collaborated with other engineers and project managers to maintain scope and overall vision of the project through all phases of development.
 -Overhauled and adapted the company's ERP system by fulfilling required use cases and extending functionality.
 -Slashed tightly coupled product data operations by 90% through the use of object-oriented programming principles to create modular, reusable data objects.
 -Identified and resolved various performance bottlenecks by drafting technical designs and flowcharts that mapped the flow of customer data through the company's processes.

Projects

Office of ROT   - 6/2020 - 7/2020 -
Unity2D C# Game
Play Demo   Source Code
 -Created a modular branching dialogue system that utilized event-driven architecture to allow for more flexible and reusable implementations.
 -Utilized the A* pathfinding algorithm to allow for precise and efficient pathing of the player and enemies.

Day of the Hammer   - 2/2020 - 3/2020 -
Unity2D C# Game
Play Demo   Source Code
 -Created a platformer that used metroidvania design principles to include branching paths and unlockable mechanics.
 -Utilized Dependency Injection and Interface Segregation principles to neatly decouple abilities into modules that could be reused in other parts of the game.

The Lake of Eyes   - 10/2019 -
Unity3D C# Game
Play Demo   Source Code
 -Designed and implemented a 3D First-Person shooter that allowed the player to fish, drive a motor boat, and shoot enemies to create an atmosphere that was fun and engaging to play.
 -Interfaced and extended various classes to allow for more generic, reusable functionality.

Virtual Computer   - 9/2019 -
Unity3D C# Game
                      Source Code
 -Utilized multiple coordinate spaces to map a virtual mouse cursor to an in-game computer terminal.
 -Experimented with the State Machine Pattern to achieve a more manageable and readable interaction system.

Education

California State University Long Beach - **B.S Computer Science**
 -Graduated December 2017.

Organizations

Video Game Development Association
- 2/2014-12/2017 -   Unity2D C# Games
 -Collaborated with different programmers, artists, and designers to create a variety of different Unity games each semester.

Technical Skills

Proficient with:
C++, C#, Python 3+, Java, Unity Engine, Agile Development, Scrum, Source Control, 3D Math, Microsoft Excel.
Familiar with:
Unreal Engine, Javascript, OpenGL, WWise, FMOD, Jira.