

Michael Zatlin Jr.

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--Work Experience--

Premium Windows & Doors | Systems Engineer | C#/MySQL/Visual Basic **6/2018 - 2/2021**

- Collaborated with a team of 5 engineers and 2 project managers on the technical implementation and integration of an improved ERP system using C# and Visual Basic, resulting in new internal software that connected 7 departments to one singular database.
- Defined use cases for sales processes and operations by using UML diagrams, resulting in the development of 3 sales tools that could be utilized for more accurate and precise sales orders.
- Fulfilled data-oriented requests by using MySQL queries and views to create 30+ reports that could be quickly generated from the ERP system.
- Resolved 800+ user-related issues that ranged from back-end development requests to front-end bug-fixes.
- Optimized inefficient system operations by utilizing object-oriented design principles, resulting in a 100% boost in overall system performance.

--Education--

Bachelor of Science in Computer Science, CSU Long Beach

December 2017

--Projects--

The D5V-2 Massacre | Unity2D C# Game | [Source Code](#) | [Play Demo](#)

Winter 2020

2D survival horror with stealth mechanics.

- Architected fully-functional enemy AI using the finite state machine design pattern to simulate 4 possible behaviors for any potential scenario.

Office of ROT | Unity2D C# Game | [Source Code](#) | [Play Demo](#)

Summer 2020

2D point-and-click game with branching dialogue trees that affect character-driven narrative.

- Created a modular branching UI dialogue system that utilized event-driven architecture, resulting in more flexible and reusable implementations of 3 different dialogue node types.
- Utilized A* pathfinding algorithm to allow for precise and efficient pathing for 2 entity types.

Day of the Hammer | Unity2D C# Game | [Source Code](#) | [Play Demo](#)

Spring 2020

2D platformer with Metroidvania-style gameplay progression.

- Modularized mechanic implementation by using dependency injection and interface segregation principles to create 4 reusable abilities that different entities can utilize.
- Designed a complete level that branched and gated progression based on unlocked abilities.

The Lake of Eyes | Unity3D C# Game | [Source Code](#) | [Play Demo](#)

Winter 2019

3D First-person Shooter that integrates both 2D sprites and 3D models into one game world.

- Implemented multiple movement-based mechanics using generic, reusable interfaces, which resulted in 2 similar, yet distinct types of locomotion for both lake and land traversal.

--Technical Skills--

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

--Leadership and Awards--

Dean's List, CSU Long Beach

2017

Technical Lead, Video Game Development Association, CSU Long Beach

2016

Eagle Scout Rank, Boy Scouts of America

2012

