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Raelr



Sydney, Australia

Aryeh Zinn

Experience:

Solutions Engineer at Datadog

Jan 2020 - present

- Worked in a small, **collaborative** team to resolve customer issues.
- Developed tooling for **Zendesk** to improve team processes using **NodeJs**.
- Closed multiple sales with customers through **technical product demos**.
- Led a **Hack-a-thon** team to create a **2D video game** over 24 hours using the **Godot engine**.
- Updated various **internal** and **external documentation** pieces for team and customer use.
- Skills Utilised: NodeJS, Written and verbal Communication, Zendesk, Git, Jira, Confluence.

Game Developer at University of Technology Sydney

November 2019 - January 2020

- Simulated a basic quantum circuit using the **Godot engine**.
- Demonstrated basics of quantum circuits using a court case example.
- Compiled a document to explain the basics of Quantum computing mathematics.
- Skills Utilised: Project Management, Stakeholder management, GDScript, Game Design.

Gameplay Programming Intern at Alta VR

Feb 2019 - March 2019

- Successfully designed and implemented a **networked multiplayer** trading system for 'A Township Tale' using **C#** in the **Unity** engine.
- Collaborated in an **agile** team to integrate art and software elements into the vendor's final design.
- Skills Utilised: C#/Mono, Unity, agile development, Source Control (Plastic SCM), Visual Studio.

Software Engineering Intern at GlobalPrimeFX

Dec 2018 - Jan 2019

- Optimised organisational software testing time by 20% by creating a set of **automated testing tools** using both **C++** and **FIX**.
- Translated multiple **C#** library functions into workable **C++** code.
- Skills Utilised: C++, SQL, C#.

Tertiary Education:

University of Technology Sydney

Feb 2017 - January 2020

- Bachelor of Science and Games Development (3.75 GPA/4.0)
- Other Areas of Learning: Data Science, Animation, Database programming.

Key Skills:

Technical Languages	C++, Rust, C#, Java, JavaScript, SQL, HTML/CSS, GoLang, NodeJs, GDScript
Tools	Git, Unity, Plastic SCM, Visual Studio, Zendesk, Jira, Confluence, Godot
Soft Skills	Teamwork, Technical Writing, Written Communication, Spoken Communication, Research
Spoken languages	English, Hebrew

Key Projects:

Pong-vk (Vulkan Renderer and Game) - (<https://github.com/Raelr/pong-vk>)

- Created a **2D renderer** and basic Pong gameplay loop using **C/C++** and **Vulkan**.
- Utilises **Premake** for build system, configurable for both **Windows** and **OSX**.

AStar_Practice (AStar Implementation in C++) - (https://github.com/Raelr/AStar_Practice)

- Simple A* Implementation in C/C++.
- Intended to be **educational**. Contains comments and explanations in codebase.

Quantum Attorney - (<https://github.com/Raelr/UTS-Quantum-Game>)

- Educational Document.

Rust OpenGL Renderer - (github.com/Raelr/rendering_engine)

- Experimented with **OpenGL** rendering using **Rust**.
- Created basic **ECS** system using Rust's borrowing rules.

Blob - (<https://github.com/TSF404/Game-Studio-2>)

- 3D puzzle platformer using the **Unity Engine**.
- Features an amorphous blob that gains sentience.
- Uses **Blob physics** to navigate puzzle rooms.

2D Platformer Tools - (github.com/Raelr/2DPlatformerTools)

- Created a set of optimised **custom 2D platformer physics tools** for Unity.
- Worked in collaboration with pixel artists to create a **dynamic tile-based editor** tool.
- Created **custom UI handling** capabilities separate to Unity's existing canvas solution.

Advanced RTS AI - (gamesstudio.org/games/common-goals)

- A research paper exploring the application of **Goal Oriented Action Planning** to real-time strategy **AI** using the **Unity** engine.

Horror Top Down Shooter - (gamesstudio.org/games/get-my-lawn)

- Created a short 2D top down shooter game which involves light and **line of sight mechanics**.
- Was featured in the UTS Game Design Showcase (Autumn 2018)