**College Address Permanent Address**

**Zachary S. Danz**[www.zachdanz.com](http://www.zachdanz.com)

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**EDUCATION**

**University of Virginia: College of Arts & Sciences** Anticipated Graduation – May 2018  
Echols Scholar, Cumulative GPA: 3.694, Dean’s List BA Computer Science

**Relevant Coursework (Computer Science/Game Design):** Algorithms, Web & Mobile Dev., Human Computer Interaction, Program & Data Representation, Theory of Computation, Software Dev. Methods, Discrete Mathematics, Direct Cinema Media Fabrics

**Language and Software Competencies:** C++, C#, Unity, Java, x86, Git, C, Swift 3, XML, HTML, CSS, Python, JSwing, Cordova, Xcode 8, Android Studio, Agile Development

**WORK EXPERIENCE**

**May 2016 – August 2016**

**Castle Hill Gaming – Junior Programmer (Charlottesville, VA)**

* Programed in ActionScript 3 with Starling (Flash) and the .NET stack, primarily Visual Basic and C# and XML for inter and intra app communication.
* Designed, programmed, and fully implemented an internal tool to build ready-to-release game drives
* Unit-tested for internal changes; QA and compiled release notes for 3rd party certification

**July 2015-May 2016**

**UVA Clark Library - Page (Charlottesville, VA)**

* Shelved, repaired, found, and catalogued books, journals, and current periodicals

**RECENT PROJECTS (see website for full list)**

**December 2015 – May 2016**

**Momentum – Lead Designer, UI and Systems Programmer (Charlottesville, VA)**

* Spear-headed game, level, and systems design for 2D, minimalist, physics-based, puzzle platformer
* Wrote mechanical scripts for pausing resource and basic gameplay loop
* Programmed user interface, resource depiction, and main menu screens

**August 2015-January 2016**

**ViewPort –Lead Sound Designer and Composer, Level Designer (Charlottesville, VA)**

* Lead a team of other sound composers to integrate game and soundscape
* Worked building levels and integrating systems in Unity

**August 2015-December 2015**

**Hoos-Out – Lead UI/UX Designer (Charlottesville, VA)**

* Lead design of user interface and experience for Hoos Out (hybrid social media app)
* Programmed in Javascript, HTML, and CSS via Cordova to bring ­the app to Android and iOS

**CLUBS / EXTRACURRICULAR COMMITMENTS**

**January 2015-present**

**Student Game Developers – External Relations Officer, various positions on projects**

Develop video games from bare concepts and demos on teams ranging from seven to thirty members; four projects – [Cerebral] in Spring 2015, ViewPort in Fall 2015, and Momentum in Spring 2016, Kin currently

**March 2016-present**

**Third Year Council – Webmaster** [www.uva18.com](http://www.uva18.com)

Creation and lead administration of all web, mobile, and social media presence for Third Year Council at the University of Virginia in conjunction with the chair of marketing and the executive board.