

Zach Shirikjian

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SUMMARY

Game Design graduate with previous experience in teaching game development to high school students, continuing my teaching career path as a Creative Technology Assistant Mentor at Artists for Humanity.

PROFESSIONAL EXPERIENCE

[Artists for Humanity](#) - Boston, MA
Creative Technology Assistant Mentor

September 2023-Present

Collaborates with the Creative Technology studio at Artists for Humanity to mentor youth employees working on client projects and portfolio websites. Developed a curriculum to teach Unity Engine to teenagers, encouraging them to create their own games.

Additional Responsibilities

- Develops Unity prototypes to showcase to incoming teens.
- Designs UI/UX mockups for client projects using Figma.
- Tests and debugs Javascript projects using the Phaser extension.
- Assists in preparation for corporate events, including the Big Summer Show and Industry Night.

[Boston Cyberarts, Inc.](#) - Boston, MA
Lead Unity/AR Instructor

July-August 2023

Collaborated with Boston Cyberarts to design and manage their first summer youth program, with assistance from Artists for Humanity. Provided students the complete game development experience through creating their own space-shooter video game in Unity Engine. Assisted students with producing their own 2D Augmented Reality (AR) art pieces overlaid on Boston monuments, viewed from the Hoverlay mobile app.

Additional Responsibilities

- Assisted students with publishing their work on the Itch.io platform.
- Explained causes of bugs to help students better understand programming concepts.
- Guided students to create original, game-ready assets and animations for importing into Unity.
- Developed preparatory materials and presentations which suited the learning styles of our students.

[Frontier Digital, LLC.](#) - Brooklyn, NY (Remote)
Game Developer Intern

June-August 2022

Conceptualized, developed, and published a fully-released Augmented Reality (AR) game for smartphone devices. Analyzed and resolved bugs from playtesting sessions. Directed and managed project using Agile framework software in a remote working environment. ([Demo Link](#))

Additional Responsibilities

- Built prototypes with functioning AR mechanics using C# programming logic and Unity Engine.
 - Delivered case studies based on research from UI/UX in AR mobile games.
 - Tested and developed systems utilizing smartphone AR technology (LiDAR Face Tracking)
 - Assessed benefits of device-agnostic WebAR publishing platforms (ZapWorks, Vuforia, Echo3D).
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CORE COMPETENCIES

Lesson Planning | Creative Problem Solving | Leadership | Patience & Adaptability | Game Programming
Development Tool Troubleshooting | UI/UX Design & Case Studies | UI Art | Graphic Design | Typography

TECHNICAL COMPETENCIES

	Proficient (3+ Years of Experience)	Intermediate/Basic (2 or Less Years of Experience)
Engines	Unity Engine	Unreal Engine 4, Lens Studio
Languages	C#, Java	HTML/CSS, Javascript, Python
Design Tools	Adobe Photoshop, Audacity	Adobe Illustrator, Maya, InDesign, LMMS, Figma, Hoverlay
Software	Google Suite, Microsoft Suite, Visual Studio	Github, Asana, Jira, Trello

EDUCATION

Fitchburg State University, B.S. Game Design (Summa cum laude)
GPA **3.93**

August 2018-August 2022

Achievements/Recognitions

VISIONS 2022 Graphic Design Exhibitor ([Accepted Works](#)) | Global Ambassador Scholarship | President's List

Interests: Video Games (Mario, Splatoon), Anime (One Piece, Dragon Ball), Cooking, Drawing, Journaling, Package Design