

Zach Yarbrough

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EXPERIENCE

- | | |
|--|---|
| StoryFit
Austin, Tx
Jan 2020 - May 2020 | Screenwriting Analyst Intern <ul style="list-style-type: none">• Worked closely with AI software to determine optimal markets/formatting for movie scripts |
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EDUCATION

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| The University of Texas
Austin, Tx
Aug 2017 - May 2021 | BS in Arts and Entertainment Technologies
GPA: 3.51
Concentration in Game Development
Certificate in Radio Television and Film |
| The Coding Bootcamp at UT
Austin, Tx
June 2021 - Dec 2021 | <ul style="list-style-type: none">• Learned core principles and languages desired for a Full Stack Developer• Built many projects that demonstrate skills and knowledge of software related to both Front End and Back End Development• Collaborated with software developers and engineers using GitHub |

PROJECTS

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| Tiko's Tail - Capstone Project
Aug 2020 - Dec 2020 | <ul style="list-style-type: none">• Worked with a team of students in the Unity Game Engine• Used GitHub to collaborate and share work• Implemented small features and systems using C#• Utilized Agile/Scrum to stay on top of assignments• Link to game: Tiko's Tail |
| Mrs. Fantastic's Freaky Figurine Shop - Capstone Project
Jan 2021 - May 2021 | <ul style="list-style-type: none">• Worked with a team of students in the Unity Game Engine• Used Github to collaborate and share work• Implemented small features and systems using C#• Utilized Agile/Scrum to stay on top of assignments• Link to game: Mrs. Fantastic's Freaky Figurine Shop |

SKILLS

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|-----------------------------|---|
| Languages | JavaScript, HTML, CSS, C#, Java |
| Technical Skills | Git, Responsive Design |
| Non Technical Skills | Agile Scrum Methodology, Problem Solving, Time Management, Adaptability |

HONORS AND AWARDS

Eagle Scout