ZACHARY E. LEITNER

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SUMMARY OF QUALIFICATIONS

Academically accomplished web programmer and designer with an aptitude for learning new languages and software to accomplish passionate ambitions. Highly valued communicative team-member with a great desire for video game design and development. Ambitious, committed, and highly motivated who works well under pressure and accountable by meeting deadlines within a fast-paced development environment. Pro-active coder driven by new challenges with an initiative for excellence. Versatile for troubleshooting and critical thinking on processes and design and development ideals.

EDUCATION

DeVry University, Fort Washington, PA   **07/2008 – 03/2009 & 03/2010 – Present**
Major – Web Graphic Design - Multimedia Design   **B.A. Graduate – 10/2013**
Concentration - Web Game Programming
GPA: 2.9

Game Simulation & Programming:	Practical Game Design w/ Lab	Logic & Design
	Programming w/ Lab C#	
Web Graphic Design:	Advanced Design & Visualization	Instructional Design for Multimedia
	Design Fundamentals w/ Lab	Advanced Web Design/Animation Information Design
Game Multimedia Design:	Multimedia Standards	Model Design & Construction w/ Lab
	Advanced Digital Imaging	
Web Game Programming:	Programming Multimedia Web w/ Lab	Game Development w/ Lab
	Website Development & Database Integration w/ Lab	

3D Training Institute, Online   **04/2012 – 05/2012**
3D Foundation Workshop: Interior Design

Champlain College, Burlington, VT   **8/2009 – 12/2009**
Major – Game Simulation & Programming
Game Simulation & Programming: Video Game History & Development   Introduction Computer Theory

TECHNICAL SUMMARY

Software: Python C#, Microsoft Office, Adobe Web Suite; Novice in 3Ds Max, GameMaker 8, and Unreal SDK

Hardware: 12 years' experience in computer construction

Languages: HTML5, CSS3, JavaScript, C#, Python, Basic Binary Programming, Logic Design, and Java

EMPLOYMENT

United States Liability Insurance Group – Personal Development Intern: **11/2011– Present**

- Train Personal Development department on conference development, floor plan manipulation, promotional and marketing material development, and online customer toolkit

- Test and troubleshoot preproduction software releases and web based programs for company wide distribution

- Create and maintain new user accounts and portals for customers and colleagues within a web based toolkit

- Design and develop insurance form layout into digital applications using Live Cycle and web based coding

- Develop and maintain promotional and marketing material for print and online

- Create, update, and maintain Auto CAD floor plans

- Craft and implement site widgets using JavaScript, CSS3, and HTML5 for greater user experience

- Collaborate with corporate departments on producing form design and development, web programs for customer and underwriter use, and company-wide program troubleshooting

GameStop, Parkesburg, PA – Game Advisor: **11/2007 – 2/2008 & 6/2010 - 12/2010**

Shaw's Supermarket, Burlington, VT - Back Stock: **8/2009 - 12/2009**

ADDITIONAL SKILLS

Leadership – Led team of programmers and designers to develop a full GDD
       V.P. of Game Development Club
       President of Mobile Application Development Club

Self-learned – Unreal SDK, Auto CAD LT 2010, Wufoo, Java

PERSONAL ACCOMPLISHMENTS

Johnson & Johnson – Designed a Veteran's Day poster to be displayed country-wide for Johnson & Johnson
Rothman Institute 8k Marathon – Ran marathon and accumulated over $2,000.00 in support for Tourette Syndrome