ZACHARY

IRWIN

@ zirwin55@gmail.com

h (971)-406-8274

a Molalla, Oregon 97038

SKILLS

- Computer proficient
- Programming languages C#, Java, C++, python, HTML, and CSS
- Unity Game Engine
- Flexible

EDUCATION

Molalla High School
Molalla, OR · 2018
High School Diploma

Colorado State University Global
Bachelor's - Computer Science

PROFESSIONAL SUMMARY

I am a highly motivated and adaptable individual with a strong foundation in programming languages, including C#, Python, Java, and C++. While I may not have formal industry experience, I have honed my skills through engaging in personal projects and participating in game jams. My expertise lies in Unity game development, where I have successfully contributed to and completed various projects. I am particularly proud of my ability to solve complex problems, as evidenced by my participation in coding challenges and the outcomes achieved in my personal projects. I am a collaborative team player, having effectively worked with others in team-based game development settings. Furthermore, my commitment to continuous learning is evident through my proactive approach to acquiring new skills and staying updated with emerging technologies.

LUDUM DARE 52

I DID ALL THE PROGRAMMING, MY PARTNER DID ALL THE ART AND SOUND DESIGN. IF I REMEMBER CORRECTLY THE THEME WAS FARMING. WE MADE A SURVIVOR GAME WHERE YOU HAD TO GATHER RESOURCES AND GROW FOOD. EVERY ACTION TAKES CALORIES, MOVING, ATTACKING, ETC. THE ISSUE WE RAN INTO FOR THIS GAME WAS IT WAS OUT OF SCOPE FOR THE TIME WE HAD. I MADE AN INVENTORY SYSTEM, A BUILDING SYSTEM, AND A COMBAT SYSTEM. ALL OF WHICH NEEDED MORE WORK, BUT WE RAN OUT OF TIME.

LUDUM DARE 53

I PROGRAMMED ALL THE FUNCTIONS PRESENT IN THE GAME. I WORKED WITH A TEAM OF THREE, AN ARTIST, A SOUND DESIGNER, AND ME. WE HAD FOUR DAYS TO CREATE A GAME WITH THE THEME OF DELIVERY. THE GOAL OF THE GAME IS TO TAKE YOUR PACKAGE AND MAKE IT TO THE OTHER END, YOU ALSO NEED TO DEFEND THE PACKAGE. BUT TO ATTACK YOU HAD TO DROP THE PACKAGE MAKING IT VULNERABLE TO ATTACKS FROM ENEMIES. HOWEVER, THERE WERE SOME ISSUES WITH THE COMBAT SYSTEM THAT I PROGRAMMED.