

Zachary Rouhana

Software Engineer

SUMMARY

Former teacher turned software engineer with a deep interest in games, design, and accessibility. Motivated by a passion for teaching and dedicated to the pursuit of education through games. Looking to gain knowledge and develop skills to become a college level professor.

WORK EXPERIENCE

Web Developer at Emergent Media Center | Burlington, VT

January 2023 — Current

Led testing and UI design on a small team for an accessible medical image viewing application. Aided in programming and unit testing of DICOM viewer in C++.

Software Engineer at 100Devs | Remote

June 2022 — December 2022

Collaborated with a team of developers to build modern and responsive web applications using best practices. Built semantically structured front end web pages. Applied SEO methodologies like for revenue maximization

VOLUNTEERING

Beta Testing for Game Jams

January 2019 — Current

Tested embedded systems, and documented player issues, potential complaints, and feedback. Contributed to numerous game tests, more recent games include: Undesired Shift, Project Unseek, Years of Division, and other games at Champlain College.

Website Design for American Civic Association

September 2022 — Current

Offered services to a local business which served the community. Created an interactive website prioritizing accessibility. Worked with executives to customize websites for specific clientele.

CONTACT

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SKILLS

Unreal

C++

Wwise

Godot

QA

EDUCATION

SUNY Broome

Major: Computer Science

Champlain College

Major: Game Programming