

# Zakary Snyder

Cornwall, Ontario

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## Summary:

I'm a game programming student with a passion for creating realistic and immersive environments and the ecosystems therewithin. I am practiced in multiple programming languages, IDEs, and game engines.

## Qualifications:

HTML, CSS, Javascript, C#, C++, SQL, LPC, Git, Visual Studios Code, Unity, Blender.

## SKILLS:

Teamwork, Leadership, Communication, Task Optimization, Problem Solving, Analytical Skills, Planning, Health and Safety, Attention to Detail.

## EMPLOYMENT HISTORY:

### Lost Souls MUD:

2022 - Present

Game Developer:

- Expanded the over-world map after decades of neglect using advanced IDE features, creating more diverse landscapes for both players and developers to experiment therein.

### City of Cornwall:

2015 - 2023

Traffic Administrator:

- Managed, organized, and maintained traffic collision and volume databases allowing fellow administrators and police to more easily locate required files.
- Enhanced workflow by identifying and improving sub-optimal operations leading to a 70% increase in work efficiency over previous years.

Road Marking Supervisor:

- Led a team of contractors in repairing local highways which saw a 20% drop in single-motor-vehicle collisions.
- Maintained a safe work environment by enforcing proper workplace safety practices and following OSHA regulations resulting in a 100% drop in contractor hospital visits.

### Baxtrom's Independent Grocers:

2011 - 2018

Grocery Clerk:

## EDUCATION:

St. Lawrence College:

2021 - Present

*Game Programming*

University of Ottawa:

2014 - 2021

*Bachelor Of Social Sciences with  
a Minor in Psychology*

St. Lawrence College:

2013 - 2014

*General Arts and Science*