Zakary Snyder
<div align="right">

Cornwall, Ontario

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Summary:

I'm a game programming student and future computer programming student with a passion for honing my programming skills. I am practiced in multiple programming languages, IDEs, and am very eager to learn more about general software development.

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, Customer Service.

EMPLOYMENT HISTORY:

SusCraft Studios: **2023 - Present**
Game Developer: Project unannounced; unable to provide information.

Lost Souls MUD: **2022 - Present**
Game Developer: Created various equipment and currently expanding the playable area.

City of Cornwall: **2015 - 2023**
Traffic Administrator:
- Managed, organized, and maintained traffic collision and volume databases allowing colleagues 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 after 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: Provided customer support and managed inventory.

EDUCATION:

St. Lawrence College: *2024 - Future*
Computer Programming

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