

Zane O'Dell

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Profile

I am a Computer Science senior at Michigan State University with a minor in Game Design and Development. I have a passion for creating refined and enjoyable experiences through intuitive user interfaces and smooth gameplay systems.

School/Personal Projects

PizzaKai

04/2023 - present

Producer, UI Programmer, and Gameplay Programmer

- Implemented weapon systems using a modular system that was expanded upon for each individual weapon, creating a unique but effective system that made weapons easy to prototype and develop
- Implemented UI functionality through information transfer and responsive updates regarding player information and game story beats
- Planning on showcasing at Youmacon 2023

Ragnarocket

02/2023 - 03/2023

Producer, UI Programmer, and Gameplay Programmer

- Created the character controller by utilizing 2D style movement in a 3D environment, prioritized responsive movement and intuitive controls
- Implemented UI elements such as a volley counter as visual feedback to the player of their success in the game
- Undertook a producing role which demanded team-wide organizational and communication skills

Portfolio Website

01/2023 - present

Front-end Developer

- Learned the principles of the React framework through creating a portfolio website, which increased knowledge of web development frameworks

Professional Experience

Auto Owners Insurance

05/2023 - 08/2023

Claims Systems Developer

Lansing, MI

- Developed a feature that displayed certain claimant information only when necessary
- Developed a feature in which an error message disappeared if previously visible when user provided a valid file
- Gained experience in a professional team environment by communicating with teammates over Slack and Webex, making professional team-related work more familiar
- Became accustomed to workflow methods and software, such as JIRA and Confluence, which helped facilitate an agile development process

Michigan State University

09/2022 - 12/2022

Computer Architecture Undergraduate Learning Assistant

East Lansing, MI

- Assisted in teaching students with computer organization and architecture fundamentals, by helping them via in-person help rooms and answering questions in an online forum

Education

Michigan State University

09/2020 - 05/2024

Bachelor of Science, Computer Science and Engineering; GPA: 3.8

East Lansing, MI

Minor in Game Design and Development, Anticipated Graduation Date May 2024

Skills

- | | | | |
|--------------|--------------|-------------------|----------------|
| • Unity | • C# | • C++ | • Python |
| • TypeScript | • Javascript | • HTML | • CSS |
| • Angular | • React | • Unreal Engine 5 | • ARM Assembly |
| • Slack | • GIT | • Jira | • Trello |