Zane O'Dell

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Profile

I am a Computer Science senior at Michigan State University with a collegiate capstone-level minor in Game Design and Development. I have a passion for creating refined and enjoyable experiences through intuitive user interfaces, smooth gameplay systems and comprehensive solutions to complex problems.

School/Personal Projects

Unity AR App Developer ⬈   01/2024 - present
Beal Garden Scholars   East Lansing, MI
- Developing an application that involves students searching for various AR-centric locations to learn more about various plant life using Unity's AR tools

Pizzakai ⬈   04/2023 - 12/2023
Producer, UI Programmer, Dialogue Programmer, and Gameplay Programmer   East Lansing, MI
- 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
- Showcased at Youmacon 2023

Computer Science Capstone Networking Module Project ⬈   08/2023 - 12/2023
Coordination Lead/Primary Server Engineer   East Lansing, MI
- Developed a server-side multi-threaded system to handle incoming client users
- Worked with other teams as a part of the capstone course to integrate their other modules with the networking module
- Assisted in developing a custom handshake algorithm and networked "ping pong" algorithm
- Gained substantial C++ experience and knowledge, particularly in using previously created libraries and frameworks as well as computer networking

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