

# JACOB ZANCHETTA

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Clarkston, MI 48348

## EDUCATION

Oakland Community College - Auburn Hills, MI <b>Certification:</b> Software Engineer Certificate <b>Specialization:</b> Game Design	04/2025
Oakland Community College - Auburn Hills, MI <b>Associate of Science:</b> Computer Information Systems <b>Specialization:</b> Software Engineering	05/2024
Eisenhower High School - Shelby Township, MI <b>High School Diploma</b>	06/2018

## PROFESSIONAL SUMMARY

I am a recent computer science graduate with a passion for creating immersive gameplay experiences and a strong foundation in game development, programming, and interactive design. Experienced in building games using modern engines and tools through personal projects, group projects, and academic coursework.

## TECHNICAL SKILLS

- **Languages:** C++, C#, Java
- **Engines:** Unity
- **Tools:** GitHub, VS Code, Visual Studio, NetBeans, Photoshop
- **Concepts:** Game mechanics design, basic networking, UI/UX design

## PROJECTS

### **Project:** *3D Arena Shooter* (Unity, C#)

- Designed arena stage with various obstacles
- Created power-up systems for player
- Designed enemy movement AI

### **Project:** *Up, Up, Boss* (Unity, C#)

- 2D Platformer with multiple levels
- Moving platforms based on players' location
- Boss event triggered after certain conditions are met

### **Project:** *Netflix Clone* (NetBeans, XAMPP, PHP)

- Collaborated with a 2-person team using GitHub
- Built a fully responsive Netflix-style review site using styled components
- Stores private data of the user accounts



## WORK EXPERIENCE

- Cable Technician, Sequioa Technologies, July 2024 - Current  
Rochester Hills, MI
- Warehouse Associate, Best Buy, August 2022 - December 2022  
Auburn Hills, MI
- Personal Trainer, GRIT Obstacle Training, May 2021 – November 2021  
Waterford, MI
- Valet, Oakhurst Country Club, June 2018 – September 2018  
Village of Clarkston, MI