

JACOB ZANCHETTA

izanchetta00@gmail.com | [\(586\) 216-5882](tel:(586)216-5882) | [Portfolio](#)
Clarkston, MI 48348

EDUCATION

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

PROFESSIONAL SUMMARY

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