Zachary Lorenzen

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Technical Skills

Languages: Java, C#, C, C++, Scheme, Prolog, Python, LaTeX, SQL, BASH, Groovy
Software: Microsoft Office, Eclipse, Unity, Blender, SPSS, VIM, Visual Studio, SVN
OS: Windows, Ubuntu Linux

Relevant Projects

Rapid Prototype - Troncano (Unreal Engine 4, Blueprints Visual Scripting)   December 2014
A 3D platformer where the player is able to push and pull themselves off of pieces of the environment to move around.

Rapid Prototype - No Gamer Left Behind (Unity 2D & C#)   November 2014
Prompted by PC Gamer's report that women now make up over 50% of pc gamers across all genres, No Gamer Left Behind is a platformer with the purpose of spreading this news.

Computer Science Capstone Project (Undergraduate) – Dias (Unity 3D & C#)   May 2014
Dias is a fully 3D,team-based, competitive multiplayer, arena platformer.
Development blog: diasdev.blogspot.com

Software Engineering - HAM (Python, Django, MySQL)   May 2014
Home Automated Management provided remote home management to clients,which allowed them to turn lights on and off, and other basic functions.
Development blog: hambvu.blogspot.com

Summer Research - Data Compression Research (Java)   Summer 2013
I developed and tested a new lossless data compression algorithm with Dr. Stone, a professor of physics and computer science at BVU. We tested the new method against static and adaptive Huffman algorithms, the Shannon-Fano algorithm, and others.

Regression Analysis – Competitive Gaming and Speed (SPSS)   May 2012
I collected data from over two thousand Starcraft players on how fast they play,their age, and other factors that relate to their gameplay.

Work History

Academic Assistant at Buena Vista University
        September 2011 : May 2014
- Tutored algebra, calculus, and other math courses.
- Proctored classes and assisted professor.

Farm Hand at Lorenzen Farms
        2006 : September 2010, May 2016 : October 2018
- Cattle, Swine, and Crops.

Education

B.S. **Buena Vista University** Corporate Mathematics & Computer Science/Mathematics   May 2014
M.E.A.E. **University of Utah** Entertainment Arts and Engineering Master (Incomplete)   May 2015