

Zachary McIlwain

<https://zeratulaud.github.io/Portfolio/>

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EXPERIENCE

Scientific Games, Reno — Quality Assurance Technician

September 2019 - PRESENT

Diagnosed issues seen in slot games and used my Computer science background to provide more technical feedback on issues to developers.

Provided SQE services including updating broken tools and creating new tools visualize data and automate testing.

Specialized in newly developed systems to help ensure a smooth release and trained team members on the systems.

AVMS, Reno, NV — A/V Technician

October 2017 - September 2019

Provided professional Audio and Visual Services for meetings and large scale events while debugging issues with equipment and audio feedback.

EDUCATION

University of Nevada Reno — B.S. Computer Science and Engineering

August 2015 - May 2019

PROJECTS

Unity Projects — *My Recent Development Work in Unity*

Solar Survival — N-body solar system simulation optimized to run on mobile.

Dice roll — Idle game based around dice with Upgrade system to improve your dice.

No Space For Corpses — 2D shooter with bullet piercing mechanics and Weapon Upgrades made for a weekend game jam.

2.5D Donkey Kong — *Computer Graphics Semester Project*

Re-created Donkey Kong in a 3D environment with simulated physics.

Worked with C++ libraries including Opengl, Bullet Physics and imgui.

Created other graphics simulations such as a Solar System and a Pinball Game.

SKILLS

Game engine creation from scratch

Shader Programming including advanced lighting models and shadow mapping

Object Oriented programming experience

Responsive website building

Data Intensive computing with Hadoop

Procedural modeling in hadoop and Blender

LANGUAGES

JavaScript, HTML, CSS,
C#, C++, C, Python

Development Tools

Unity, Unreal Engine 4, Godot,
Hadoop, Visual Studio

Libraries

OpenGL, BulletPhysics, Ogre

Modeling

Houdini, Blender, AutoCAD

