

Ezekiel Gutierrez

Software Engineer
Game Developer

Links

Portfolio - <https://zikiguts.github.io/>
GitHub - <https://github.com/Zikiguts/>
LinkedIn - <https://www.linkedin.com/in/ezekiel-gutierrez/>

Contact

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Skills

- C/C++, Python, and FreeBASIC
- Git - Fast Version Control
- Object Oriented Design
- TCP Networking with Windows and BSD Sockets
- Optimized Algorithm Implementation (e.g., flow fields, depth sorting, graphics routines, etc.)
- Cross Platform Development - Linux and Windows
- Software Rendering and 3D Mathematics
- Graphics Rendering Optimizing (e.g., clipping, LODs, etc.)
- Game Engine Design and Structuring
- Game Development Tools - Blender, Gimp, Paint.net, Shotcut, and Audacity

Education and Certifications

High School

2013-2017

Courses in:

- Basic Software Engineering
- Web Design (HTML, CSS, and JS)
- 2D and 3D Game Assets
- Game Development

GPA: 3.65

Coursera Courses

Python for Data Science, AI & Development
Python Project for AI & Application Development
C for Everyone: Structured Programming
Hands-on Introduction to Linux Commands and Shell Scripting
Introduction to Cloud Computing
Introduction to DevOps
Introduction to Agile Development and Scrum (with Honors)

Accomplishments / Development Experience

Published independent game “Basic Warfare”. This included the design and development of a custom 3D ascii game engine. Also included the creation of all music, art, and game assets.

Led dev team for “Narnia The Golden Age” a Mount & Blade Warband mod. This involved working with a python module system and learning to use of a range of community tools. Communicated project vision and coordinated work with team and contributors.

Developed and maintained custom inventory management software with barcode indexing and pricing assistance. It also featured POS(point of sale/cash register) functionality.

Created a wide array of small software rendered 3D projects from a polygon modeling program to a 3D voxel game engine with collision detection and resolution.

Developed rotoscoping and skeletal animation software.

“To Face The Bullets” a 2D aircraft simulation game.

“Millicent Choi” an isometric stealth game project.

“Mathcar” a racing game for math problem solving.

“The Mysterious Stranger” an isometric city builder RTS game. Features dynamic map loading and many agent pathfinding using flow fields.

Designed and implemented algorithms for fog of war and physics simulation of water by Euler integrator.

Employment History

Zeke’s Guitars (Music Store) - *Personal Business Owner*

Operated a music shop in Talihina.

09/2021 – Present

Talihina, OK

Dollar General - *Assistant Store Manager*

Assisted the store manager to grow sales for our location. Performed duties ranging from managing cash to stocking shelves. Often traveled within the regional district to help locations facing unexpected difficulties or emergencies.

09/2021 – 02/2022

Talihina, OK

Walmart - *Overnight Stocker*

05/2021 – 08/2021

Fort Worth, TX

Kroger Co - *Department Manager*

Worked alongside my team to encourage fast and efficient stocking practices. Was responsible for my department’s ordering, inventory management, and team scheduling.

03/2019 – 05/2021

Fort Worth, TX

Bog Iron Games - *Self Employed*

Worked full time on “Basic Warfare”.

12/2018 – 02/2019

Fort Worth, TX

United States Navy - *E1 CTN – Cryptologic Technician (Networks)*

08/2018 – 11/2018

Great Lakes, IL

Languages

French - Limited working proficiency
English - Native or bilingual proficiency

Spanish - Limited working proficiency
Korean - Elementary proficiency