

# Zach Ayers

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## OBJECTIVE

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Seeking a Software Engineering co-op/internship utilizing skills in C#, C++, JavaScript, HTML, CSS to create stunning visuals that captivate audiences.

## COMPUTING EDUCATION

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**Rochester Institute of Technology, College of Computing and Information Sciences**

**Rochester, NY**

Bachelor of Science, Game Design and Development

May 2028

- GPA: 3.95
- Dean's List every semester
- Awarded Presidential Scholarship
- Relevant Coursework: 3D Modeling, 2D Animation, Unity Development, Web Development Technology, C++ Development, Data Structures and Algorithms

## TECHNICAL SKILLS

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**Languages** | C#, C++, JavaScript, HTML, CSS, Python, Java

**Tools** | GitHub, Unity, Visual Studio, Maya, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, WordPress, Eleventy.js, Godot

**Operating Systems** | Windows, iOS

## PROJECT EXPERIENCE

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**Switchboard | *Personal Project***

**December 2023 – July 2024**

- Developed a drive testing tool for large-scale I/O testing alongside a friend to more efficiently test SD cards.
- Synthesized most of code composition and implementation of libraries/software to export to Word and Excel Spreadsheets
- Increased efficiency of testing by 50% while reducing onboarding time by 30%.

**ASTRA | *Academic Project***

**April 2024 – May 2024**

- Managed a small team to develop a top-down puzzle game using Monogame (XNA) based around navigating a worn spaceship.
- Designed UI hierarchy and developed game object interaction and collision interface.
- Created core game loop with level system and world system.

## EXPERIENCE

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**Script Animation Designer**

**October 2024 – Present**

- Work in small teams to develop videos for backgrounds of official tournament gameplay using C# and Adobe Photoshop.
- Increase viewer retention by 40% by utilizing film techniques to captivate audiences.
- Increase viewer playback rate of tournament showcases by 30%.

Rochester Institute of Technology

Henrietta, NY

**Teaching Assistant**

**August 2025 – Present**

- Teach students Game Design and Algorithmic Problem Solving with C# and Object-Oriented Programming.
- Tools: GitHub and GitHub Classroom, Slack-like environment, Brightspace.
- Redesigned processes for assignments to accommodate new software, leading to faster onboarding for required software for Game Design and Development majors.

## INTERESTS

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Learning film shots and techniques, photography, website design, composite design.