

Zach Ayers

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OBJECTIVE

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

COMPUTING EDUCATION

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

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

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

osu! Remote

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 accommodated new software, leading to faster onboarding for required software for Game Design and Development majors.

INTERESTS

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