Evan Zoran

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EDUCATION

University of Colorado Colorado Springs, B.S. in Computer Science	
August 2013 - December 2017	Languages
	C++/C
PROJECTS	C#
The Lonely Witch (2018) — 3D Narrative Platformer, <i>in development</i>	Java
 Designer, developer, character artist, and writer 	Javascript
 Implemented climbing movement system 	Ruby/Rails
Implemented item pickup/viewing systemModeled and animated main player character	HTML/CSS
Project Space (2017) — 2D Strategy/Action Game, <i>released 1.0</i>	
 Solo project 	Tools
 Implemented hybrid turn-based strategy movement/real-time fighting sequences 	Unity Engine
 Implemented random-drop powerup for fighting sequence 	Unreal Engine
 Designed and animated 2D pixel sprites Created 2D environment art for both top-down and side-view angles 	Blender
Created game soundtrack and sound effects	Aseprite
	Visual Basic
WORK EXPERIENCE	Eclipse
UCCS iBuddy Program, Colorado Springs	Git
2015 - 2017	

Eclectix Home Furnishing, Denver

2013 - 2016

Worked directly with customers selling furniture and other home products

Helped accommodate new international students throughout semester