**Zachary Wiedmann  
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**Summary**

Since very young I have been interested in software and game development. I have several years of personal experience in development using the C# and XNA platform. I am also capable in Forms/WPF and Console development. I have worked with C/C++ for about a year and can program effectively with the standard library as well as DirectX 9 and 11. I am interested in testing as I have a firm grasp of what goes into development and a significant amount of personal experience testing software for bugs.

**Skills**

**Languages:** Proficient in C#, C/C++, HLSL Knowledge in Java, DirectX 9 and 11, XML, JSON  
**Software:** Visual Studio 2008, 2010 and 2012, XNA Game Studio 3.1 and 4.0, Cygwin  
**Environments:** Windows 7/8, Windows Phone 7/8, XBOX 360  
**Web:** HTML, CSS

**Experience**

**Nintendo of America Inc.  
Aerotek  
Dec. 2012 - Current**

At Nintendo of America Inc. I worked as a hardware/compatibility tester. I was responsible for running multiple batteries of tests using Cygwin. In addition I wrote new test cases during down time and learned how to run multiple test stations at once. Where possible I used my programming experience to automate tests and distributed the automations to my team. I took every opportunity to improve that I could, including reading the in-house SDK , starting second project, and attending weekly training sessions. On the team I played the role of a “natural lead” other members of the team frequently came to me for information on how to run the tests and setup/fix the systems. I acted as a source of accountability by communicating with the team about progress and following up on tasks people took on. In my side project I investigated problems breaking limitations on the systems and communicated directly with developers to tackle the problems.

* Blackbox, Manuel
* Automation
* Writing Test Cases
* Team Leading

**Midian LARP  
May 2011 – July 2012**

I was hired by a local fantasy game startup to write software to make it easier for players to design characters for the game “Midian LARP.” I was responsible for writing the entire program from the ground up using Windows Forms in C#. Midian LARP made use of multiple types of skill building systems that had to be specially programed to account for a large number of single use special cases the game used. Special cases in the application made it bug prone. I tested the application extensively using notepad to enter in bug reports.

**Whisper Game Studios  
March 2011 – May 2011**

I worked as lead developer for the sound component of the Whisper Engine for use with the game Elysia. The project was entirely in C# with XNA, I was responsible for writing the sound engine from scratch. I worked with the sound director (Christi O’Donnell) closely so that her vision could be perfectly emulated in the engine.

<http://www.youtube.com/watch?v=Dbrhb1bIcDA>

**Portfolio**

**DirectX 9 Wrapper  
December 2011 – March 2012**

I wrote a fully functioning set of classes to ease the use of DirectX 9 in C++. I based the wrapper off of concepts from XNA 3.1 and XNA 4.0. The wrapper is capable of creating full 3D graphics with significantly less work than using Native DirectX.

**Psychedelic Flying-Disc Hospital  
August 2012 – August 2012**

As a contestant in StudentRND's Codeday ([www.codeday.org](http://www.codeday.org/)) I designed and wrote a game in 24 hours using XNA 4.0. All the code including physics, and shaders was written in about 15 hours. The game took 1st place and is available for download at www.zaqthefreshman.com/FlyingDiscHospital

**References**

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