

Robert Zirkle

Gameplay Programmer

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PROFESSIONAL SUMMARY

A experienced C++ and C# developer with 4+ years of experience. Worked on 3 projects with a range of engines and code languages.

SKILLS

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|--------|--------|------------|
| • C++ | • C# | • Python |
| • Java | • HTML | • CSS |
| • PHP | • SQL | • Perforce |

PROJECT LIST

- World War Chess** 02/2025
- Create a Chess like game with 6 military vehicles with independent movement and attack ranges.
 - Role was to construct piece movement and attacking program. Devised 6 Pieces and its stats. Built 2 pickups a health and a attack upgrade.
 - Explored Unreal 5.4 and C++ using Visual Studio 2022 to develop the game.
- Project Krampus** 12/2024
- Build a Robotron 2084 christmas themed like game leveraging Vulkan.
 - Developed 4 upgrades, Fire Rate increase, Shotgun, Pierce, Bounce. Designed and constructed models for 3 Enemies, 3 Bosses, 4 Presents, 3 Children and, Player.
 - Project Krampus was devised using Vulkan API to engineer the game as a 2.5D game.
- Mystery Plumber 64** 03/2024
- Mystery Plumber 64 is Mario 64 with fps elements with elements found in Mario Sunshine as well.
 - Created the Enemy Assets and also the AI logic. 5 Human Enemies and 5 Turret Enemies. As well as 3 Bosses.
 - Unity and C# was employed to produce the game and its features.

ACADEMIC EXPERIENCE

- Networking and Desktop Support** 11/2022
- Winfield Fire Hall / CIS Capstone- 1320 W Old Liberty Rd, Sykesville, MD 21784*
- Set up Firehouse software, FortiClient VPN and, Spiceworks Inventory Agent on 4 new PC's. Reorganized server rack and upgraded network cables to cat6a while cable managing.

EDUCATION

- Bachelor of Science in Game Development (B.S.)** 05/2025
- Full Sail University, Winter Park FL*
- Associate of Applied Science** 12/2022
- Carroll Community College, Westminster MD*