

Robert Zirkle

Gameplay Programmer

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PROFESSIONAL SUMMARY

A experienced C++ and C# developer with 2+ 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