Robert Zirkle

Gameplay Programmer

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PROFESSIONAL SUMMARY

A knowledgeable game developer with experience in C++ and C# programming. Well skilled on various projects with game engines, code languages and, concept modeling. Enthusiastic about enhancing gameplay experiences through challenging players to think beyond their world.

SKILLS

- C++
- Java
- PHP

- C#
- SQL

HTML

- Python
- CSS
- 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.
- Developed upgrades and weapons. Designed and constructed models for Enemies, Presents, Children and the 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 and elements found in Mario Sunshine as well.
- Created the Enemy Assets and also the Al 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

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.)

Full Sail University, Winter Park FL

Associate of Applied Science

Carroll Community College, Westminster MD

12/2022

05/2025

11/2022