

Zachary Kinsman

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Objective

Innovative IT professional with expertise in software development, game design, and artificial intelligence. Skilled in leading group projects, coordinating design elements, and delivering impactful solutions through collaborative and adaptive approaches. Actively expanding my skill set to include 3D modeling and cutscene creation while mentoring others in programming, fostering community engagement, and pursuing personal growth through bouldering and creative initiatives.

Skills

Technical Proficiency

- **Programming Languages:** Python, C#, HTML, CSS, SQL, Flask, .NET
- **Game Development:** Proficient in Unity; experienced in designing and managing Game Design Documents (GDDs) for large-scale projects.
- **3D Modeling & Animation:** Learning Blender for model development and iClone 8 for creating dynamic cutscenes.
- **Artificial Intelligence & Machine Learning:** Experience developing neural network pipelines and implementing machine learning models.
- **Software Development Lifecycle:** Expertise in Agile methodologies, including Scrum, for efficient project delivery.
- **Tools & Platforms:** VMware, Linux, SSMS, CLion, VS Code, Visual Studio, Docker.
- **Cloud Platforms:** Comprehensive experience with Azure, Google Workspace, and cloud-based applications.

Additional Strengths

- **Leadership:** Coordinated group-based projects, delegated tasks, and adapted to team members' needs and abilities to achieve project success.
 - **Community Involvement:** Active member of **Collect**, showcasing and collaborating on personal projects with peers.
 - **Mentorship:** Guided fellow students in programming concepts and best practices.
 - **Certifications & Skills:** Familiar with cybersecurity practices through TryHackMe; fluent in English and adept with AI tools for task efficiency.
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Key Achievements

- **Game Development Leadership:** Co-created and managed the design of *Saga of the Wandering Monarch*, a Unity-based strategy game inspired by *Ogre Battle 64*.
 - **Community Building:** Played a key role in the **Collect** group, fostering collaboration and showcasing innovative projects.
 - **AI Innovation:** Designed and implemented neural network pipelines for predictive modeling, showcasing expertise in artificial intelligence applications.
 - **Project Coordination:** Directed multiple group projects by coordinating meetings, delegating tasks, and assisting team members to adapt to their individual strengths.
 - **Physical & Mental Discipline:** Frequent boulderer, demonstrating problem-solving, focus, and adaptability in challenging environments.
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Work Experience

BreakSpaceNS – *Software Development Intern*

May 2023 – June 2023 | Nova Scotia

- Designed and launched a modern, visually appealing static website using Bootstrap, enhancing the organization's online presence.
- Collaborated with stakeholders to refine requirements, ensuring alignment with their goals and branding vision.

Rainbow Refugee Association of Nova Scotia – *Software Development Intern*

April 2023 – May 2023 | Halifax, NS

- Streamlined the organization's operations by setting up a Google Workspace ecosystem, improving efficiency and collaboration.
- Revamped the organization's Squarespace website, optimizing user experience and accessibility.
- Developed a comprehensive hardware and software budget, aiding strategic decision-making.

Halifax Regional Municipality – *Seasonal Utility Operator*

July 2024 – October 2024 | Halifax, NS

- Maintained and prepared baseball fields and recreational grounds, ensuring safe and optimal conditions for community use.
- Performed general maintenance tasks, including landscaping, equipment operation, and facility repairs.
- Worked independently and collaboratively to meet seasonal deadlines and maintain high-quality public spaces.

East Hants Sportsplex – *Property Maintenance Worker*

November 2020 – September 2022 | East Hants, NS

- Managed facility maintenance for high-traffic sports venues, ensuring a safe and welcoming environment for guests.
- Spearheaded seasonal operations, including snow removal and landscaping, demonstrating reliability under diverse conditions.
- Operated Zamboni machines to maintain ice rinks for sports and events, ensuring optimal conditions for users.
- Conducted building maintenance and plant operations, including monitoring and troubleshooting mechanical systems to ensure functionality and safety.

Glen Arbour Golf Course – *Manager on Duty & Bartender*

2017 | Hammonds Plains, NS

- Oversaw daily operations of the bar and dining area, ensuring smooth service and exceptional customer experiences.
- Managed staff scheduling, inventory control, and coordination of special events.
- Delivered high-quality service in a fast-paced environment, maintaining a focus on guest satisfaction and operational efficiency.

Bartender & Banquet Server

Various Locations | 2012 – 2024

- Delivered exceptional customer service in high-volume settings, showcasing adaptability and poise under pressure.
 - Successfully managed bar operations, including crafting cocktails, handling transactions, and maintaining inventory.
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Projects

Saga of the Wandering Monarch

Technologies: Unity, C#

- Co-designed and managed the Game Design Document (GDD) for a strategy game inspired by *Ogre Battle 64*.
- Focused on unit management, recruitment systems, and creating an engaging gameplay experience.

Portfolio Website

Technologies: JavaScript, HTML, CSS, Bootstrap

- Designed and deployed a dynamic portfolio website to highlight professional skills and projects, demonstrating proficiency in frontend development.

Chatbot Application

Technologies: Python, Flask, HTML

- Engineered an intelligent chatbot using a locally hosted Llama 3 model, showcasing expertise in natural language processing and Flask-based frameworks.

Recipe Finder

Technologies: Python, API

- Developed a robust application that integrates with a recipe API to deliver customized search results, highlighting API integration skills.

Media Player Application

Technologies: C#, XAML, WPF, .NET

- Built a feature-rich media player enabling users to play music files and edit tags, demonstrating proficiency in WPF and .NET development.

Mandelbrot Set Visualizer

Technologies: Python, Matplotlib

- Created an interactive visualization tool for exploring fractal geometry, integrating advanced mathematical and programming concepts.
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Education

Nova Scotia Community College – *Graduate Diploma in IT Programming for AI*

May 2025 | Halifax, NS

- Focused on advanced topics in artificial intelligence, including machine learning, neural network pipelines, and data processing for predictive modeling.

Nova Scotia Community College – *IT Programming Diploma*

May 2024 | Halifax, NS

Nova Scotia Community College – *Carpentry Diploma*

May 2020 | Dartmouth, NS