

# Zachary Gazaille

(343)-261-8165 | [zacharygazaille@gmail.com](mailto:zacharygazaille@gmail.com) | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

## EDUCATION

---

### Queen's University

*Bachelor of Computing (Honours)*

Kingston, ON

*Sept. 2023 – April 2027*

## EXPERIENCE

---

### Meat Clerk

*Metro Inc.*

May 2020 – June 2023

*Trenton, ON*

- Collaborated with other employees and showed leadership by training other employees and delegating tasks
- Provided excellent customer service by sharing knowledge with customers and ensured their needs were met
- In charge of cleaning the department every night to maintain a clean, hygienic environment
- Responsible for packaging meats, keeping shelves stocked, working out bad product

### Student Lock/Bridge Operator

*Parks Canada*

June 2023 – Sept. 2023

*Trenton, ON*

- Operated lock mechanisms, allowing for safe passage of boat traffic
- Maintained Parks Canada grounds along the Trent-Severn Waterway
- Coordinated with other locks along the Waterway to allow for a seamless boating experience
- Frequently interacted with boaters of various backgrounds, offering help when required

## PROJECTS

---

### Blackjack | *Java, Visual Studio Code*

- Fully developed a game of Blackjack with working UI as a solo project
- Implemented feature allowing users to change the theme of the application
- Added a start menu and implemented an in-game betting system
- Conducted testing and patched bugs allowing for a seamless experience

### Dexter | *C#, Unity Game Engine*

- Created a 3D platformer game using Unity Game Engine
- Wrote scripts using C# for various game functions such as movement, scene switching, etc.
- Implemented a working main menu, pause menu, level selection, and level progression system
- Added working level objectives and power-ups

## TECHNICAL SKILLS

---

**Languages:** Python, Java, HTML/CSS, JavaScript, C#, LaTeX

**Developer Tools:** Visual Studio Code, Eclipse, NetBeans, IntelliJ, Git, Unity Game Engine, Adobe Photoshop, Overleaf, Microsoft Office

## RELATED COURSES

---

Introduction to Computing Science I, Introduction to Computing Science II, Discrete Mathematics for Computing, Differential and Integral Calculus, Linear Algebra, Design Thinking

## AWARDS

---

**Computer Science Award 2022-2023:** Awarded to the student with the highest mark in a Computer Science course

**Highest Academic Standing 2017-2022:** Awarded each year to the student with the highest academic average

**St. Paul Catholic Secondary School Staff Award 2023:** Student who has shown academic excellence and positive interactions with school staff

## HOBBIES

---

Photography/Photo editing, Video editing, 3D modelling, 3D printing, Digital art, Weightlifting, Fishing, Camping, Travelling, Video games