# Zachary Goodrich

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## Education and Certifications

**Assabet Valley Regional Technical High School**                    2017 - 2021

- Computer Programming and Web Development Vocational Program
- Worked on various game related design and programming projects

**Google IT Support Professional Certificate**

## Skills

**Core Competencies:** Agile Development, Documentation Writing, Object-Oriented Design

**Programming Languages:** C++, C#, Unreal Engine Blueprints, Python

**Applications:** Github, Jira, Unreal Engine, Visual Studios, Microsoft Project, Microsoft Visio

## Personal Projects

**Project R (Unreal Engine 4)**                    07/2021 - Present

- Being made using C++ with some Blueprint integration
- Created 8 vehicles with unique behaviors and stats
- Reverse engineered variable gravity and acceleration curves

**Bleeding Out (Unreal Engine 4)**                    08/2018 – Present

- Being made using C++
- Created enemy AI using behavior trees
- Created smooth combat system using pre-made animations
- Designed and used for assignments throughout education

**2D Bleeding Out Concept (Unreal Engine 4)**                    08/2020 – 02/2021

- Made using Blueprints
- Created menu with graphical and audio settings
- Built enemy AI with a unique method of attack selection
- Fast paced combat system with attack canceling and i-frames

## References

**Steven Pleau** – Computer Programming Teacher

[Letter of Recommendation](Letter of Recommendation)

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