

ZACHARY PETERSEN

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EDUCATION

University of California: Santa Cruz

Sep 2013 - Jun 2017

Bachelor of Science, Computer Science: Game Design

EXPERIENCE

Programming Instructor / Curriculum Developer

Jun 2016 - Mar 2020

iD Tech

Stanford, UC Berkeley, CSU Sacramento

- Planned and taught technology based courses to college-bound teenagers from around the world.
- Endorsed by parents from software companies including the CEO of PowerSchool.

Client Software Engineering Intern

Jan 2018 - Apr 2018

Roblox Corporation

San Mateo, CA

- Investigated and fixed visual bugs on Roblox's Xbox platform with over 50M users.
- Migrated old UI components to new React inspired system.
- Built front end of new features such as voice chat toggle.

Undergraduate Research Assistant - Front End

Mar 2015 - Jan 2017

Learning and Experimental Economics Projects Lab

UC Santa Cruz

- Helped build web application for researching the effects of High Frequency Trading on a market. (cafin.ucsc.edu/research/work_papers/cafin_wp51.pdf).
- Wrote data visualization module, simulated network latency system, translator for converting data to NASDAQ protocols.

Programmer

Sep 2016 - Dec 2016

Generative Art Studio

UC Santa Cruz

- Investigated generative art techniques and their applications in environmental conservation advocacy.
- Applied learnings to create web-based generative artworks. (zachpetersendev.com/generativeArt)

PROJECTS

Flora

Jan 2017 - Dec 2017

store.steampowered.com/app/733480/Flora

3D real time strategy game featuring AI driven agents. Over 50K downloads from Steam with a 70% positive review rating. Was project lead (team of nine) and also built core systems like player controller.

Picar.io

Mar 2017

lexaloffle.com/bbs/?tid=30059

First ever large scale multiplayer game capable of supporting 64+ simultaneous players on the constrained Pico-8 platform. Team of four, was responsible for writing the server. Implemented spacial hashing algorithm to save bandwidth.

SKILLS

Languages

JavaScript, Python, C++, C#, Java, Lua

Technologies

HTML, CSS, JSX, ES6, React, Redux, Node.js, JQuery, Photoshop, Unit Tests