



## Languages



- C++
- C#
- Java
- JavaScript
- Python
- HTML / CSS

## Software



Visual Studio,  
Unity, Git,  
Blender, Maya,  
Photoshop

## School



UC Santa Cruz  
B.S. Computer Science:  
Computer Game Design  
(expected 2017)

Univ. College Cork  
Semester Abroad  
in Ireland

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## Projects

### Flora (PC Open World Video Game) - **Project Lead**

(Fall 2016 - Present) - 9 Programmers, 3 Musicians, 2 Artists

- Interview/Recruit programmers, musicians, and artists.
- Oversee engineering, plan weekly goals to meet deadlines. Break down tasks and delegate to team members.
- Build material and post process shaders to get vibrant cel shaded style.
- Build core gameplay mechanics like player controller, camera, abilities.
- Extend features built into the Unity engine to fit team needs.
- Design/Create game's webpage and setup/manage website's server.
- Design gameplay mechanics, create interesting characters/story, and facilitate the flow of ideas between team members.
- Model, rig, and animate the characters and logo for the game.

### Picar.io (Web Multiplayer Video Game)- **Programmer**

( Winter 2017) - 4 Programmers

- Build Python server that manages game state and updates clients.
- Update server to add/drop players without stopping the game.
- Implement spatial hashing optimization to reduce amount of info needed to update each client per tick.

### High Frequency Trading (Web Based Economics Experiment) - **Programmer**

(Spring 2016 - Winter 2017) - 5 Programmers, 3 Econ Professors

- Build simulated stock market with interactive web page interface for subjects to use.
- Write data visualization module to display market status to subjects.
- Modify system to communicate with remote market using NASDAQ OUCH protocol.



## Employment

### Programmer - **LEEPS Economics Lab**

(Spring 2015 - Winter 2017)

- Write client side of browser-based economic experiments.
- Mentor two newly hired programmers.

### Programming Instructor - **iD Tech Programming Academy**

(Summer 2016 - Present, Seasonal)

- Teach high schoolers from around the U.S. and world how to code in C++, Python, and Java.
- Biweekly tech camps located at Stanford University.
- Promoted to this position after successfully teaching camps at Sacramento State, San Francisco State, and UC Berkeley.