

Zachary Petersen

UI Engineer

(650) 272-0714 - zacharypetersen1@gmail.com - zachpetersendev.com

SKILLS

Software: UE4, UMG, Unity, Unity UI, Visual Studio, Git, Perforce
Languages: C++, Lua, C#, Cg, Python, JavaScript, Java

EXPERIENCE

The Pegasus School - *Math and Computer Science TA* - February 2019 - Current

- Assist with Computer Science curriculum development and teaching.

iD Tech - *Game Dev Instructor* - Summer 2016, 2017, 2018, and 2019

- Personally praised by a variety of parents including the CEO of PowerSchool.
- Mentored 8 different student game dev groups, guided them in the creation of a UE4 game.
- Developed curriculum to instill core programming and 3D modeling concepts.

Roblox - *Software Engineering Intern* - January 2018 - April 2018

- Shipped toggle voice chat feature for the most popular Free-To-Play Xbox app with over 50 Million monthly active users.
- Discovered and helped fix bug that broke the Xbox app's in-game menu translations.

Flexible Cel Shader - *Creator* - January 2018 - March 2018

- Published package to the Unity Asset Store, \$1000 revenue in the first year with 5/5 rating. Second most popular cel shader on the asset store.
- Added multiple effects and built custom material editor targeted for designers and artists.
- Built serialization module for material preset loading/saving system.

Flora - *Project Lead* - January 2017 - June 2017

- Built with Unity and released as a free game on Steam. 40K+ downloads, 70% positive reviews.
- Oversaw engineering team, planned weekly goals to meet deadlines, delegated tasks to team.
- Built the player controller. Wrote the physics to handle different forms of locomotion.

LEEPS Economics Lab - *Student Software Engineer* - March 2015 - January 2017

- 1 of 4 hires selected from over 70 candidates.
 - Designed and built client network for simulated stock market experiment with centralized data collection server.
 - Wrote module that encodes and decodes market request data into NASDAQ protocols.
-

EDUCATION

UC Santa Cruz - *B.S. Computer Science: Game Design*

SEPTEMBER 2013 - AUGUST 2017

Graphics Programming, Game Engines, AI, Parallel Programming, Computational Theory