Zachary Petersen

Game Programmer

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

SKILLS

Languages: C#, C++, Lua, Python, JavaScript, Cg

Software: Unity, Visual Studio, Git, Perforce, Blender, Maya, Photoshop, GCE

Math: Linear Algebra, Trig, 3D Math, Physics

EXPERIENCE

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 asset package to the Unity Asset store, $135 revenue in the first month.
- Added multiple effects and built custom material editor targeted for designers and artists.
- Built 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 such as running, jumping, surfing, and sliding.
- Built player abilities. Utilized playtest feedback to iterate on abilities.

LEEPS Economics Lab - *Software Engineer*

March 2015 - January 2017

- 1 of 4 hires selected from over 70 candidates.
- Built simulated stock market experiment with centralized data collection server.
- Mentored two newly hired programmers.

EDUCATION

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

SEPTEMBER 2013 - AUGUST 2017

Game Engines, Game AI, Graphics Programming, Parallel Programming, Software Engineering