

# Zack T. Diller

## Permanent Address

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## Mobile

## Email

## Website

## SKILLS

**Languages/Frameworks:** C++, C, C#, JavaScript, Java, Python, Scala, HTML, CSS

**Engines/Frameworks:** Unity 3D, XNA, UDK, GameMaker, OpenGL, Ruby on Rails

**Operating systems:** Ubuntu, Linux, CentOS, Windows, OS X, iOS, Android

**Software:** Microsoft Office, Adobe Illustrator, Adobe Photoshop, Blender, Audacity

**Website Design:** zacktdiller.net, redwood.colorado.edu/zadi0648

## EDUCATION

**University of Colorado, Boulder**

Graduation: May 2015

- B.S. in Computer Science: Software Engineering Track
- Certificate in Digital Media
- Cumulative GPA: 3.69

*Noteworthy Comp Sci Courses:*

Concurrent Programming, Object-Oriented Analysis and Design, Unix System Admin, Computer Graphics, Computer Game Development, Principles of Programming Languages, Intro into AI, Software Engineering Methods & Tool, Operating Systems, Algorithms, Computer Animation, Discrete Structures, Computer Systems, Data Structures

## HONORS

**Dean's List**

Fall 2012 – Present

**National Honor Society**

Fall 2010 – Spring 2011

## LEADERSHIP

**CU Boulder Game Developer's Club**

Boulder

*President (Shared)*

Fall 2012 - Present

- Weekly meetings each semester; a place for game developers to meet and form groups
- Give tutorials on game engines and game development related software
- Manage a semester long budget

## EXPERIENCE

**Serenity Forge**

Boulder

*Game Programmer*

Summer 2014 - Present

- Worked on several indie game projects for mobile and other platforms.

**Ricoh Americas**

IBM / Ricoh Boulder Campus

*Software Engineer Intern*

Summer 2013

- Wrote back-end code that handles printer history log. Code will be on customer machines.

**NanoSeis**

Denver Tech Center

*Software Engineer*

Summer 2011

- Developed OpenGL 3D graphics software for visualizing geophysical data in a 3D plot

**ZackAttack Software**

Denver Tech Center

*Independent Software Engineer*

Summer 2010

- Independently developed software sold to JavaSeis (www.javaseis.org) geophysical data access

**Red Rocks Data Center**

Morrison

*Tech Support & Misc.*

Summer 2009

- Facility maintenance

- Provided trouble shooting and friendly customer service to clients

## PROJECTS

**Senior Project**

- Documentation Lead.
- Using Natural Language Processing, gather information from sensors inside a greenhouse and generate a convincing and unique human-like message that is posted on twitter and a separate website.

**3D world created by tessellation shader**

- An outdoors environment created by a tessellation shader in OpenGL that provides more detail to the terrain the closer it is the camera, and allows game objects to traverse the world and be simplified to sprites as they travel away from the camera.

**Patrick**

- Mobile game application on the Apple Store, released under Serenity Forge.

**Tank Simulator**

- Drive and shoot a tank I created in Blender around a desert scene.