

Zack T. Diller

Permanent Address

9828 Bear Creek Boulder, Colorado 80310 • (303) 242-9656 • Zack.Diller@gmail.com • zacktdiller.net

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

Fall 2012 - Present

President (Shared)

Boulder

- 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

Summer 2014 - Present

Game Programmer

Boulder

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

Ricoh Americas

Summer 2013

Software Engineer Intern

IBM / Ricoh Boulder Campus

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

NanoSeis

Summer 2011

Software Engineer

Denver Tech Center

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

ZackAttack Software

Summer 2010

Independent Software Engineer

Denver Tech Center

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

Red Rocks Data Center

Summer 2009

Tech Support & Misc.

Morrison

- Facility maintenance

- Provided trouble shooting and friendly customer service to clients

PROJECTS

Senior Project

Fall 2014 – Present

- 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

May 2014

- 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 when they reach a threshold distance away from the camera.

Patrick

March 2014

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

Tank Simulator

December 2013

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