

Zachary Chaco

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University of Southern California, Viterbi School of Engineering

Bachelor of Science in Computer Science (Games)

Spring 2018

Project Work:

SkyShot : 3D Online Multiplayer First person Sports. PC

May 2016 - May 2017

Lead QA, Producer

- Set milestones for a year long production cycle with a 20 member multi-disciplinary team
- Streamlined development process with process driven iterating and agile methodologies
- Addressed pipeline issues and roadblocks through milestone reviews with project leads
- Oversaw 3 member QA team that submitted/tracked bugs through BugZilla
- Weekly 5 hour long playtest

Year of the Tiger: 2D Fighting game. PC and MAC

Jan 2016 - May 2016

Lead Engineer, Lead System Designer, and Lead Artist

- Implemented combat controls, collision detection, game timers, UI, and health system in C#
- Developed 2 player combat system with 3 different playable characters
- Full game development cycle with 5 person team over 16 weeks focusing on concentric design and agile prototyping
- Completed game by emphasizing team strengths and taking on multiple roles

Hair Raiser: Experience based create -your-own horror story social game

Aug 2014 - Jan 2015

Lead Game Designer, Project Manager

- Coordinated 4 external play tests. Evaluated player feedback for QA, redesign, and fine-tuning.
 - Developed schedule and project plan detailing tasks from pre-production to final product
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Leadership Experience:

Southern California Pilipino American Student Alliance (SCPASA) Chairperson

May 2015- August 2016

- Chaired an alliance of 30 Southern California Pilipino-American collegiate student organizations
- Designed year long campaign and student conference with workshops, vendors, media
- Extensive work with various community, private, non-profit, and collegiate organizations

USC Troy Philippines President

Jan 2014 - May 2015

- Collegiate cultural organization focused on advancing awareness of the Filipino community
- Fostered an open space for self discovery, leadership development, and cultural celebration
- Spearheaded an executive board of 17 officers for a 70+ member organization

Work Experience:

USC Keck Medical Center Research Assist

Aug 2014 - Jan 2015

- Developed and streamlined a working database for lab technicians
 - Organized and cataloged hundreds of blood samples for patients with Type II Diabetes
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Skills and Interests

- Software Experience: Unity, Unreal Editor 4, Gamemaker, C++, C#, Python, Java, HTML, PHP, MySQL, Autodesk Maya 2013/14/16,
- Other interests: video game theory and psychology, podcasting, interactive media and design, table-top games, woodworking, Dungeons and Dragons 5th Edition DM, esports