ZACH CHACO

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PROJECTS

The Girl Who Sees - Unity3D Game   www.girlwhosees.com
InterIntellectus NFP, Team Operations and Distribution   Jan 2018 - March 2018
- Designed and maintained Design Document
- Researched distribution and publishing methods

SkyShot - Unreal Engine 4 Game   www.skyshotgame.com
Producer   May 2016 - May 2017
- Scheduled sprints for a year long production on 22 person team
- Produced an Excel task tracking system for SCRUM development
- Oversaw 3 member QA team, tracked issue statuses through BugZilla

Duck Hunters - Unreal Engine 4 Game
Producer, Engineer   Jan 2017 - May 2017
- Customized sprints for 3 developers using AGILE and Trello
- Implemented first person shooting, game manager, and health system

Year of the Tiger - Unity3D Game
Lead Engineer, Project Manager, Lead Artist   Jan 2016 - May 2016
- Coordinated 2 developers and 2 external creatives using AGILE
- Programmed combat, collision detection, game manager, UI, health system
- Designed and animated 3 characters with idle, attack, and entrances

Hair Raiser - Board Game
Lead Game Designer, Project Manager   Aug 2014 - Jan 2015
- Coordinated user play tests and evaluated user feedback for polish
- Developed sprint goals from pre-production to release
- Monitored tasks and created burn-down charts in Excel

LEADERSHIP

Southern California Pilipino American Student Alliance
Chairperson   May 2015 - Aug 2016
- Chaired an alliance of 30 Pilipino-American collegiate student organizations
- Built leadership conference with 600+ attendees plus vendors and press
- Established partnerships with community, private, non-profit organizations

USC Troy Philippines
President   Jan 2014 - May 2015
- Spearheaded an executive board of 17 officers for a 80 member organization
- Restructured exec board and updated mission and vision statements

EXPERIENCE

USC Transportation Fuel Station
 Attendant   Aug 2015 - March 2018
- Assisted with conversion to a digital cloud database in Excel

EDUCATION

University of Southern California,
Bachelor of Science in Computer Science (Games)

Graduated: May 2018

SKILLS

Software & Tools

Unity3D	Unreal Engine
Git	Visual Studio
Maya 2016	Photoshop
SourceTree	Bugzilla
Trello	Asana
Excel	Powerpoint

Languages

C++	C#
Java	HTML5
CSS3	Python
PHP	Javascript
MySQL	

INTERESTS

Dungeons and Dragons
5th Edition DM
Esports