

# Zackary Entwistle

**Email:** zackary\_entwistle@brown.edu | **Phone:** (978) 990-6660

## EDUCATION

**Brown University** — *Junior and Computer Science B.A. Candidate*

Sep 2019 - May 2023 | Providence, RI

GPA: 3.8/4.0

**Ewha Womans University** — *Korean Language Intensive Student*

Jul 2019 | Seoul, South Korea

## PROGRAMMING EXPERIENCE

**Brown RISD Game Developers** — *Programmer/Lead Sound Designer*

Sep 2019 - Present | Providence, RI and Remote

- Utilizes Unity, C#, and Git to program components of videogames.
- Collaborates in interdisciplinary teams of artists and programmers to design and develop videogames; contributed to 5 indie titles thus far (with the most recent available at [zenthwisty.itch.io](https://zenthwisty.itch.io)).
- Leads the sound design team with expertise in music composition and sound effect curation to define the auditory character of the games.

**CSCI 1950u: 3D Game Engines** — *Instructor*

Sep 2021 - May 2022 | Providence, RI

- Self-taught course material and developed a 3D game engine from scratch in C++ and OpenGL, including physics engines, collision detection, particle systems, etc.
- Will develop teaching materials such as lectures with presentations, project demos, and stencil code to teach the course in Spring 2022.

**CSCI 0160: Data Structures and Algorithms** — *Teaching Assistant*

May 2021 - Aug 2021 | Remote

- Helped teach ~200 students programming fundamentals in Python.
- Lead debugging and conceptual help sessions 2 hours each week to review students' Java code and resolve bugs in their implementation.
- Held two sections each week with ~10 students each to review lecture material and verify understanding of the 4 coding projects (in which students implemented PageRank, seam carving, ML decision trees, etc.)

## WORK EXPERIENCE

**Brown RISD Game Developers** — *Executive Board Member*

Nov 2020 - Present | Providence, RI and Remote

- Works with a team of 6 officers to manage a club of ~70 members.
- Organizes club logistics, such as scheduling meetings, inviting guest speakers in the gamedev industry, and liaising with the Brown SAO.
- Created a constitution and registered the organization to be officially recognized by the University in order to access more funding.

**A'ingae Language Documentation Project** — *Research Assistant*

Oct 2019 - May 2020 | Providence, RI

- Assisted with typological research of A'ingae (an indigenous language isolate spoken in Ecuador) to create multipurpose language materials.
- Translated and copy edited texts in A'ingae, Spanish, and English.
- Managed data archives and linguistically analyzed the A'ingae lexicon.

## TECHNOLOGIES

**Languages**

C/C++, Java, C#, Python, SQL

**Software**

Unity, Maya, FLEEx, ELAN, MuseScore, Audacity, Reaper

**Version Control/IDEs**

Git, Qt, VSCode, Visual Studio, Eclipse, IntelliJ

## COURSEWORK

**Computer Science**

- Videogame Development
- 3D Game Engines
- Computer Graphics
- Intro to 3D Animation
- Data Science
- Computer Systems
- Algorithms
- Data Structures

**Mathematics**

- Linear Algebra
- Statistics and Probability
- Multivariable Calculus
- Ordinary Differential EQs

## AWARDS

**U.S. Department of State**

NSLI-Y Scholarship

**Worcester Telegram**

Student Achiever

**UMass Collegiate NafME**

Excellence in Composition

## LANGUAGES

Spanish (advanced)

Korean (intermediate)

Portuguese (intermediate)

Japanese (beginner)