

Zachary Frye

www.zfrye.com

1915 N Rolling Oaks Lane • Layton, UT 84040

zfrye06@gmail.com • (801) 589-4456

Objective	Seeking Summer Internship
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Skills & Qualifications

Programming Languages: C/C++, Java, C#, Javascript, Ruby
Technologies/Environments: Windows, Linux, MySQL, Unreal/Unity
Classroom and job experience programming in a group environment

Education

B.S Computer Science 2014 - Present

University of Utah, Salt Lake City, UT

Full-major status, CS - Entertainment Arts and Engineering

Expected Graduation - Spring 2018

Relevant Courses

- Software Engineering I & II (C# and C++)
- Interactive Machinima (Unreal)
- Alternative Game Development (Unity)
- Data Structures and Algorithms (Java)
- Database Systems (MySQL)
- Web Software Architecture (Ruby)

Work Experience

Software Engineering Intern March - July 2016

Spillman Technologies

- Worked in DevOps to design, develop and maintain high quality code for a public safety software package
- Responsible for creating an interface to view and edit data
- Worked in a team-oriented environment

Projects

Loque (Fall 2016) – an educational 2D platforming game

- Made in C++ using SFML, Box2D, tmxlite and Tiled
- Game made by myself and 4 other people
- Worked mainly on level design and implementing player/entity interactions

Parts Per Million (Spring 2017)

- Made in Unity3D using C# by myself and 5 other people
- Procedurally generated island that the user plays on
- Teaches about managing resource need vs. pollution rate vs. population happiness
- I worked on island generation and implementing saving/loading