

# Zachary Frye

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**Objective** Seeking College of Engineering Scholarship

**Skills & Qualifications** **Programming Languages:** C/C++, Java, C#, Javascript, CSS, 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
- Worked with one other person using agile/scrum
- Worked mainly on level design and player/entity interactions

**Parts Per Million** (Spring 2017 WIP)

- Made in Unity3D using C#
- Procedurally generated island that the user plays on
- Teaches the user about managing costs vs. pollution rate of resources
- Integrated with Steam to allow users to view their friends' islands