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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

B.S Computer Science 2014 - Present

Full-major status, CS - Entertainment Arts and Engineering

Expected Graduation - Spring 2018

- 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)

Software Engineering Intern March - July 2016

- 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

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