

Zachary Frye

Game Designer | Software Engineer

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Skills

C/C++	Linear Algebra	Communication	C#
Python	Leadership	Quick Learner	Java
Networking	Problem Solving	Rapid Prototyping	Unreal
Agile Development	Game Design	Git/SVN	Unity 3D

Projects

Loque (SFML, Box2D | C++)

Programmer | Dec. 2016

- Educational 2D platformer
- Team of 5 people
- Implemented a collision parser for Tiled
- Implemented laser/lava damage zones
- Implemented respawning, built levels

Boulder (Unreal | Blueprints)

Lead Programmer | Aug. 2017

- 2.5D networked fighting game
- Team of 5 people
- Implemented hosting and joining games
- Implemented all of the UI functionality
- Built all of the environments

Parts Per Million (Unity | C#)

Programmer | May 2017

- 3D game designed to teach about pollution
- Team of 6 people
- Coded saving/loading using a binary formatter
- Implemented initial island generation
- Integrated Steam before it was cut

Forward (Unity | C#)

Lead Programmer | WIP (Senior Project)

- Player must fly through levels avoiding obstacles
 - Team of 16 people
 - Lead a group of 5 programmers
 - Implemented the entire player controller
 - Scrum master and sprint organizer
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Experience



Spillman Technologies

Software Engineer | March – July 2016

- Worked in a team-oriented environment
 - Responsible for creating an interface to view and edit big data
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Education

B.S. Computer Science

- University of Utah, Salt Lake City | Graduating Dec. 2018
- Entertainment Arts and Engineering
- Dean's List Spring 2017