

## **Zachary Michaels**

[zrm2647@g.rit.edu](mailto:zrm2647@g.rit.edu)

(845) 532-0606

### **School Address**

1 Lomb Memorial Drive  
Rochester, NY 14623

### **Home Address**

19 Roming Lane  
Saugerties, NY 12477

**Objective:** To obtain a cooperative education position in game design and/or development in order to grow skills and knowledge in a friendly work place environment. Available June 2016 through August 2016.

### **Education: Rochester Institute of Technology**

Bachelor of Science in Game Design and Development

### **Rochester, NY**

Expected May 2019

**Relevant Classes:** Object oriented programming, Interactive Media Design, 2D and 3D Animation, Web Design

### **Ulster BOCES Career Center**

New Visions Game Design and Media

### **Port Ewen, NY**

June 2014

### **Skills:**

**Programming Languages:** C#, HTML, CSS, C++

**Applications:** Visual Studio 2015, Processing 3.0, Autodesk Maya 2016, Unity 5.0, Adobe Photoshop, Adobe Premier CS5.5, Final Cut Pro X, Adobe After Effects, GIMP 2.8

**Development Software:** MonoGame 3.2

### **Projects:**

**2D Puzzle Platformer** (Visual Studio 2013/MonoGame 3.2)

- Title: *P&TYC*
- Player switches between a living world and an afterlife to solve puzzles and collect scattered memories
- Each world has different mechanics
- Switch between the worlds by hitting certain blocks or enemies

**Asteroids-style Game** (Processing 3.0)

- Game using mechanics of the original Asteroids game
- Shoot asteroids with a ship and try to clear the screen

### **Work Experience:**

**Adirondack Trailways**

**Data Entry**

- Acted to record company's history of customers
- Worked with databases
- Employed teamwork in order to complete tasks

**Kingston, NY**

**Summers 2014 & 2015**

### **Honors:**

**Dean's List**

- Fall 2015-2016 Semester

**References:** Available upon request