

# Zachary Petersen

## Game Developer

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### SKILLS

**Software:** UE4, Unity, Blender, Maya, Photoshop, Visual Studio, Git, Perforce

**Languages:** C++, C#, Lua, Python, JavaScript

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### EXPERIENCE

#### **Roblox** - *Software Engineering Intern*

January 2018 - April 2018

- Shipped toggle voice chat feature for the most popular Free-To-Play Xbox app with over 50 Million monthly active users.
- Designed and prototyped 3d main menu screen.
- Prototyped menu color customization feature.
- Designed and built 3D class based FPS game inspired by Splatoon and Overwatch.
- Discovered and helped fix bug that broke the Xbox app's in-game menu translations.

#### **Dravenwatch** - *Creator*

December 2017 - November 2018

- Designed how Draven's abilities will transition from MOBA to FPS and implement them in UE4.
- Recreated Overwatch's UI.
- Created "Target Dummies" that behave like idle players.
- Added sounds that mimic Overwatch's style and provide important information to the player.

#### **Flora** - *Project Lead*

January 2017 - June 2017

- Built with Unity and released as a free game on Steam. 40K downloads, 70% positive reviews.
- Oversaw engineering team, planned weekly goals to meet deadlines, delegated tasks to team.
- Built the player controller. Wrote the physics to handle different forms of locomotion such as running, jumping, surfing, and sliding.
- Built player abilities. Utilized playtest feedback to iterate on abilities.

#### **Nathair** - *Creator*

August 2015 - December 2015

- Designed and implemented gameplay mechanics.
  - Built AI assisted level design tool.
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### EDUCATION

#### **UC Santa Cruz** - *B.S. Computer Science: Game Design*

SEPTEMBER 2013 - AUGUST 2017

Principles of Game Design, Game Engines, Game AI, Graphics Programming, 3D Animation