Zach Thompson

zachmakesgames.com | github.com/zachmakesgames | linkedin.com/in/zachmakesgames

Education

Oregon State University, Corvallis, OR   **Graduated: Jun 2021**
Bachelor of Science in Computer Science
Simulation and Game Programming Option

Related Coursework

- Computer Graphics: Vulkan – CS419
- Intro to Computer Graphics – CS450
- Computer Graphics: Shaders – CS457
- Skills for Simulation and Game Programming – CS491
- Intro to Parallel Programming – CS475

Work Experience

Oregon State University – Information Services , Corvallis, OR   **Jan 2018 – Jun 2021**
Lead Student Network Technician

- Accelerated new hire development by mentoring 5 student workers
- Developed and engineered a python tool to implement zero touch provisioning
- Collaborated with cross disciplinary teams to build, extend, and maintain technology

Intel via Business Education Compact, Hillsboro, OR   **Jun 2015 - Dec 2016**
Student Engineering Intern

- Implemented Windows 8 smart card login handler with C++
- Streamlined hardware engineering workflow by engineering a tool with C#

Projects

Glass the Planet – Personal Game Project   **Summer 2020 - Present**

- Produced and developed fun and simple game with Unreal Engine 4.25 and C++
- Enhanced code usability by applying polymorphic designs for flexible gameplay
- Achieved fun gameplay with a custom movement system using vector math

VR Factory Trainer – Senior Capstone   **Fall 2020 - Spring 2021**

- Innovated factory training by applying virtual reality techniques with Unity 2019
- Facilitated project growth by coordinating and mentoring 2 team members
- Achieved a realistic environment by employing Unity prefabs and C#
- Improved code usability by consolidating common functions into multi-purpose C# scripts

Spock – Personal Game Engine   **Spring 2020**

- Simplified Vulkan usability with a set of C++ wrappers for creating graphics pipelines
- Planned and engineered a tool in C++ to parse and package GLSL shaders

Skills

- Object Oriented Programming in C/C++ and C#
- Scripting with PHP, Python, and Perl
- OpenGL, Vulkan, and GLSL Shader Programming
- Unreal Engine C++
- Unity C#
- 3D Math (trigonometry, linear algebra, calculus)