



Zachary Bracken
Games Programmer
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PROFESSIONAL SKILLS

Gameplay Programming
Systems Programming
Tools Programming
Game Design
Agile Scrum

TECHNICAL SKILLS

Languages:

- C++
- C#
- Lua
- Blueprint
- Python
- XML
- Powershell

Engines:

- Unity
- Unreal 4
- Game Maker Studio
- PICO-8
- Love2D

Software:

- Perforce
- Jira
- Azure Dev Ops
- Git
- Visual Studio
- Word

APIs:

- Stbi
- OpenGL
- SDL2
- Emscripten

INDUSTRY EXPERIENCE

AUTOMATION ENGINEER, TURN 10

JULY 2019 - CURRENT

- Helped uphold our C++ and C# automated testing framework.
- Created tools and scripts to empower developer workflows.
- Maintained and improved existing tools.
- Triageed game breaking bugs with cross discipline feature teams.

COURSE INSTRUCTOR, DIGITAL MEDIA ACADEMY

JULY 2017

- Taught high school students the fundamentals of:
 - o C# Programming in Unity.
 - o 3D level design in Unreal Engine 4.

SHIPPED TITLES

FROSTRUNNER: (OVERWHELMINGLY POSITIVE ON STEAM) LEAD PROGRAMMER

• TEAM SIZE - 13

JULY 2018 - DECEMBER 2018

- Led 2 programmers in designing the architecture of the game.
- Integrated Steam API to implement our leaderboard system.
- Developed tools, as well as fixed bugs and gave general support.

INDIVIDUAL WORK

Strawberry

JANUARY 2019 - CURRENT

- A 2D C++ and Lua game jam engine that ports to the web using Emscripten.
- Offers a built in Level, Collision, and Curve editor.
- Exposes a custom Lua library filled with util functions and classes.

Pre-Advanced Wars

MAY 2018 - JULY 2018

- A clone of Advance Wars featuring turn-based combat and a map editor.

EDUCATION

PROFESSIONAL CERTIFICATE IN DIGITAL GAME DEVELOPMENT

SOUTHERN METHODIST UNIVERSITY GUILDHALL

JUNE 2019

Major: Software Development Specialization.

Minor: Game Design.



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