



**Zachary Bracken**  
Games Programmer  
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## PROFESSIONAL SKILLS

Gameplay Programming  
Systems Programming  
Tools Programming  
Technical Design  
Game Design  
Agile Scrum

## TECHNICAL SKILLS

### Languages:

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

### Engines:

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

### Software:

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

### APIs:

- Stbi
- OpenGL
- SDL2
- Emscripten

## LIGHTSPEED STUDIOS – INCUBATION PROJECT

### GAMEPLAY ENGINEER 3

SEP 2024 – PRESENT

- Implemented Gameplay Systems such as Missions, Crafting, and Loot Tables.
- Integrated Vivox into the Unreal 5 project to enable voice chat.
- Utilized the Gameplay Ability System when architecting features.
- Collaborated with Design and Art to rapidly prototype gameplay.
- Helped fill the gaps of a small team by wearing many hats(Design, UI, Tools).

## BLIZZARD ENTERTAINMENT – SURVIVAL GAME

### GAMEPLAY ENGINEER

JAN 2023 – JAN 2024

- Owned “Crafting” and contributed to other Survival Game Systems.
- Supported multiple feature teams as a generalist implementer.
- Iterated and developed scripting patterns for a new proprietary engine.
- Onboarded multiple Designers and Engineers onto the engine.

### ASSOCIATE GAMEPLAY ENGINEER

JUNE 2021 – JAN 2023

- Created a range of Gameplay Features in Unreal 4 using Blueprint and C++.
- Developed tools to help Designers make content easier and faster.
- Designed some of the first gameplay systems in a new proprietary engine.
- Assisted in bringing an Unreal 4 vertical slice prototype to fruition.

## TURN 10 – FORZA MOTORSPORT

### AUTOMATION ENGINEER

JULY 2019 – APRIL 2021

- Helped uphold our C++ and C# automated testing framework.
- Created tools and scripts to empower developer workflows.

## THINK ARCADE - FROSTRUNNER

### LEAD PROGRAMMER

JULY 2018 – DEC 2018

- Integrated Steam API to implement our leaderboard system.
- Developed tools, as well as fixed bugs and gave general support.

## EDUCATION – SMU GUILDHALL

Major: Software Development Specialization.

2019



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