



Zachary Bracken
Games Programmer
zacharybracken.com || ztbracken@gmail.com

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

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, TURN 10

JULY 2019 – APRIL 2021

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

THINK ARCADE - FROSTRUNNER

LEAD PROGRAMMER

JULY 2018 – DEC 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.

EDUCATION

PROFESSIONAL CERTIFICATE IN DIGITAL GAME DEVELOPMENT

SOUTHERN METHODIST UNIVERSITY GUILDHALL

JUNE 2019

Major: Software Development Specialization.

Minor: Game Design.



ZTBRACKEN@GMAIL.COM



@ITSDRELL



817-313-0030



ZTBRACKEN