

Zachary Scott Devine

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Education

Southern New Hampshire University - Manchester, NH

Bachelor's of Science in Game Programming and Development - May 2018

GPA: 3.437 | President's List Fall 2016

Projects

Boston Children's Hospital Virtual Reality Simulation - Spring 2018

- Developed gameplay and interaction systems for a virtual reality training simulation for nurses at Boston Children's Hospital using Unity3D and C#.
- Ran code review sessions and managed Git source control versioning software handling branch merge requests and conflict resolving.

Bacon Man: An Adventure - Fall 2017 - <https://baconmangame.com>

- Developed automated build servers and ran quality assurance tests for Skymap Games' flagship game titled "Bacon Man: An Adventure" using Unreal Engine 4's Frontend build tools alongside Jenkins CI. Source code is available at <https://github.com/skymapgames/jenkins-ue4>.

Extraction - Fall 2017 - <https://gitlab.com/fogbound/extraction>

- Developed a client-server multiplayer networking system with server authority using Valve's Steamworks API for an open-source project titled Extraction, created using Unity3D and C#.

Rythm Web Dashboard - Summer 2017 - <https://web.rythmbot.co>

- Developed a web dashboard and management tool for a Discord music bot application titled "Rythm" - featured in over one million Discord servers - using the Laravel PHP framework.
- Developed REST API endpoints and backend security checkpoints for validating user commands and requests.

Technical Skills

Primary Languages	C#, Java, PHP, HTML5, JavaScript
Secondary Languages	SQL, C++, CSS, Bash
Software	Unity, Unreal Engine 4, Visual Studio, Git, Mercurial, Nginx, Apache

Experience

Game Development Intern, Skymap Games - September 2017 - December 2017

- Assisted with development of "Bacon Man: An Adventure" as well as undisclosed projects and built automated build servers using Jenkins CI and command line batch scripts.

Backend Systems Engineer, Common Computer - March 2016 - Present

- Setup and configured Windows and Linux servers for web application and software, such as Wordpress installations and web tool suites using MySQL and PHP frameworks with REST API integrations.

Peer Educator, The Learning Center - January 2016 - Present

- Assisted students in Information Technology and Game Programming and Development classes with walk-in tutoring and lab assisting positions at Southern New Hampshire University.

Software Development Intern, Narragansett Bay Insurance Company - Summer 2016

- Assisted in development of internal software for homeowners policy creation and management using JavaScript and SQL table relations at Narragansett Bay Insurance Company.