ZACK LAWRENCE

GAME PROGRAMMER

ZackRLawrence.com

in/ZackRLawrence/

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(661) 993 - 7288

PROFILE

Consistent Accolades | **Efficient Code** | **Unity Experience** | **Unreal Experience**

I'm a freshly graduated and award-winning game programmer from UC Santa Cruz. I believe it's the little things that define a player's experience, as such I make myself useful through polish, efficiency, and a desire to dip my toe in all facets of the game making process from systems to art to sound.

Languages: C#, C++, Python, Javascript, Java, C

Software: Unity 5, Unreal Engine 4, Substance, Photoshop, REAPER, Blender, Construct 3

EXPERIENCE

WACKTORY **Fall 2018 to Present;** //Personally developed in conjunction with Robits

https://www.Wacktory.com/

UCSC Games Showcase 2019 Grand Prize Award | **UCSC Games Showcase 2019 Peer Choice Top 3** | **UCSC Games Showcase 2019 Design Innovation Top 3**

Heavy Hitting Programmer for a new take on cooperative gameplay in Unity involving a VR player acting as foreman of a Wacky Factory and traditional couch co-op players acting as robots on the factory floor.

- Performed duties of Lead Programmer through large portions of the project.
- Had a heavy hand in programming nearly every core system.
- Personally pioneered Couch Player FSM, my own controller system in Unity, machine breaking system, and much more.
- Made and implemented important decisions in both art and game design.
- Polished entire codebase frequently throughout project.
- Gained experience working with Unity's VFX, animation, UI, custom editor, Script/Event Execution Order, and other systems.

ROBITS **Fall 2018 to Present;** //Personally developed in conjunction with Wacktory

https://www.RobitsGame.com/

UCSC Games Showcase 2019 Technical Innovation Award | **GameGo Grant 2019 Recipient** | **UCSC Art Dean's Fund for Excellence Recipient**

Second-in-Command Programmer for educational programming game created in Unreal Engine. Gameplay is centered around building and programming robots to solve combat based puzzles.

- Developed in-game Visual Programming System.
- Tasked with polish and debugging throughout project due to my ability to quickly decipher someone else's code.
- In addition: Developed modular tutorial system, modular robot parts, VFX, player FSM, camera systems and much more.
- Tutored fellow programmers about systems in Unreal.
- Pioneered multiple large design and programming pivots per my suggestion.
- Gained experience working with Unreal Engine's UI, animation, VFX, Blueprint, C++ and other systems.

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EXPERIENCE CONT...

SIMULATED PLANETARY BIOSPHERE **Fall 2018;** //Made with the help of Alex Perrotti

https://www.youtube.com/watch?v=3us4benJQFY&feature=youtu.be

UCSC Game AI 2018 Competition
1st Place

2 man project. Randomly generated Goldberg Polyhedral planets of any size with evolving simplistic creature AI.

- Planet generation based on a Goldberg Polyhedron overlayed with Perlin Noise
- Simple Creature AI based on constraint satisfaction, pathfinding and behavior algorithms.

LAZER TROUBLE **Spring 2018;**

https://www.ZackRLawrence.com/lazertrouble

UCSC Foundations of Video Game Design 2018 Competition
Honorable Mention

1 man project made in Construct 3 over 2 weeks. In this Arcade style Space Shooter, your own worst enemy is you as your own lasers bounce off the walls around you.

- Developed a survival style space shooter with tight controls and varied gameplay through power ups and enemies.
- All visuals and programming were done by me.

EDUCATION

UC SANTA CRUZ **January 2016 to June 2019;**

Bachelors of Science in Computer Science: Computer Game Design

Go Slugs!

Relevant Cousework: Game AI, Generative Design, Advanced Programming, Vector Calculus, Discrete Mathematics, Mathematical Methods for Engineers, Game Design Studio, Algorithms and Abstract Data Types.

OTHER EXPERIENCE

PEOPLEHUNTER.COM **Summer 2012 to Summer 2017;**

Skip Tracer. Located clients, witnesses and defendants for attorneys

CASTAIC LION'S CLUB **Summer 2008 to Present;** //Community Service

Lion. Involves dozens of odd jobs from Santa Clause to chef to chauffeur.

ZIZZO'S COFFEE HOUSE & WINE BAR **June 2018 to January 2019;**

Barista, Bartender and Opener. Learned to work in a fast paced environment where failure is not an option,

HAMPTON INN SANTA CRUZ **December 2018 to June 2019;**

Night Auditor. Ran front desk, performed accounting, regularly worked with Security and Police to assure guest safety.