

# Zachary Schwab

## Game Programming

### Personal Info

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### Relevant Course Work

Game Production  
Android Development  
Advanced Artificial Intelligence  
Networking for Online Games  
Game Architecture

### Skills

Analytical skills  
Creative thinking  
Interpersonal skills  
Leadership  
Marketing  
Oral and written communication  
Organizational skills  
Presentation skills

### Development Tools

Languages: C++, C#. Python, Java, Kotlin  
Version Control: Git, Subversion  
Project Management: Trello  
Development Tools: Visual Studio, Android Studio

### Education

**Champlain College** 09/2018 – 05/2023  
Bachelor of Science in Computer Game Programming

**McQuaid Jesuit High School** 09/2014 – 05/2018  
Graduated after taking numerous honors, AP and college credit courses.

### Development Experience

**Slid3rs – Mobile game** 05/2023 – 07/2024  
Individual project – sole programmer

- Mobile game which challenges the player to finish a Rubic style cube by spinning the cube, rotating sides and matching gems, bombs, and colored tiles.
- Published to Apple store and Google Play Store

**Little Bo Reap** 01/2023 – 05/2023  
Champlain Capstone – Progression Programmer

- An action game where you play as Bo Peep who must use her sheep to overcome obstacles and enemies in order to lift the curse on the land by defeating Baba Yaga.
- Developed on a team of 13 and shipped to Steam.

**A Crow Named Basil** 08/2022 – 12/2022  
Champlain Capstone – Lead Developer

- Narrative based quest game where the player guides the main character to explore themselves and the world around them.
- Developed on a team of 6.
- Uses an additive scene management system allowing us to optimize single asset instances across multiple scenes of the game.

**Rootin’ Tootin’ Cowboy Shootin’** 01/2020 – 05/2020  
Champlain Junior Project – AI and Ability Programmer

- A small team fighting game with RTS elements where you play as a band of Cowboys trying to keep the small towns of the wild west safe.
- Developed on a team of 9.
- Responsibilities revolved around programming enemy AI.

**Out of Space** Nov 02, 2019  
Game Jam – Programmer

- Two player tank game where each player needs to fill up the playing space of the other player. The first to fill the other person’s play area wins the game.
- Developed on a team of 9.

### Experience

**Intellectual Property Acquisitions Outreach – Remote** 01/2022 – 07/2022  
Tiefing Workshop

- Tiefing is expanding and pursuing a new product line. Six-month project was to research Vtubers and find potential creators to partner with and create 3D printed figurines for their fan base.
- Researched content for possible IP holders for partnership opportunities.
- Researched metrics on the viewer ship and subscription for the potential partners.
- Initiated contact with potential partners to share the business opportunity and continued to develop the relationship and support the customer through product release to Tiefing’s online store.
- Project was a success. The initial round of Vtubers was engaged, increasing traffic to the company store, and opening opportunities with other Vtubers
- Company sales has increased by about 20% since the introduction of the Vtuber sales channel.