



# Cameron Zeter

Game Developer

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zeterc.com

## Experience:

### *Ferris State University - VR Researcher (May 2019 - August 2019)*

Developed virtual classrooms as well as researching solutions for hosting and connecting users. Worked closely the artist team to create realistic and optimized virtual environments.

### *UNIPAC - Line Worker (May 2016 - August 2018)*

Created and filled medical displays while in a small team. Able to move quickly and efficiently was a necessity for being able to jump to different parts of the line to help where needed.

## Education:

### *Ferris State University, Big Rapids, Michigan - Bachelors of Applied Science in Digital Animation and Game Design*

- Graduation of May 2020
- GPA of 3.34

## Skills:

#### *Software*

- Unreal Enginge 4
- Unity
- Adobe Creative Cloud
- Microsoft Office
- Trello
- Slack

#### *Code Languages*

- C#
- JavaScript
- C++ Blueprint
- HTML 5

#### *Interpersonal*

- Problem solving
- Communication
- Able to work with others
- Team oriented
- Driven

## Organizations:

### *Makers of Engaging Games and Animation (MEGA)/ Aurora Game Development - Founding Member, President*

MEGA was created to allow students to work collaboratively on projects outside of school work and a focus on professional growth and community. In 2020 MEGA joined a national organization of game developers called Aurora Game Development

### *Ferris State Athletic Pep Band - Low Brass Section Leader*

Made sure other members had proper music as well as making sure the section understood the music. The pep band performed at all home games for most sports as well as traveling with sports teams during playoffs.

### *Kappa Kappa Psi - Brother, Recording Secretary*

Kappa Kappa Psi is a National Honorary Band Fraternity that helps the university and the community through the love of music. As the Recording Secretary, I was in charge of creating and sending meeting minutes as well as help with chapter correspondence.