

# ZACHARY N. MASCARENAS

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## EDUCATION

**BS Computer Game Development** *Concentration Gameplay Programming*  
DePaul University

June 2019  
GPA: 3.575/4.0

## TECHNICAL SKILLS

- Languages: PYTHON, C++, C#
- Game Engine Software: Unreal Engine 4, Unity, Maya, and Blender
- Version Control: Perforce, GitHub, Unity Collab

## WORK EXPERIENCE

### Phosphor Studios

*Contract Gameplay Programmer*

Aug. 2019 – Feb. 2020  
Chicago, IL

- Developed game systems in code and blueprint in Unreal Engine 4
- Built and maintained code base used by cross-disciplinary teams
- Debugged and peer-reviewed game assets during launch timeframe (*Warhammer 40,000: Dakka Squadron*, multiple platforms)

### Heavy Thought Studios

*Gameplay/Systems Developer*

Mar. 2018 – Present  
Chicago, IL

- Developing a narrative-driven interactive game
- Generating dialog system using JSON parsing
- Provides key insights on content creation, management, and code optimization with other developers

### West Town Bakery

*Gameplay Programmer*

Sep. 2018 – Jul. 2019  
Chicago, IL

- Collaborated with client, art/audio directors to engineer marketing-oriented mobile game in Unity
- Crafted main gameplay loop and implemented key systems

### Fermi National Accelerator Laboratory

*Intern*

Jun. 2014 – Aug. 2014  
Batavia, IL

- Designed a mobile application, with a college student mentor, for iOS/Android that provided information on safety precautions

## FEATURED PROJECTS

### Sashimi Slammers

*Gameplay Programmer / Lead Developer / Lead Fabricator*

Jan. 2018 – Present  
Chicago, IL

- Fully developed a premier button-mashing fish fighting game
- Fabricated and integrated physical controllers to enhance immersive gameplay experience
- Constructed arcade cabinet enclosure for showcasing

### Junior Development Experience

*Studio Lead Developer / Vice President*

Jan. 2018 – Jun. 2019  
Chicago, IL

- Lead multiple short-term team projects with meaningful gameplay experience in mind through fast iteration
- Facilitated and participated in multiple game jams
- Designed workshops with goal of creating a community set on creating festival worthy projects

## AWARDS

**Pixel Pop Select 2019**

**Sashimi Slammers**

**C2E2/Logan Theater Official Selection 2020 (Video Game)**

Showcase Official Selection: Token 6 (2018), Pixel Pop Festival (2018), Bit Bash Fabricade (2018), MagFest (2018), Bit Bash (2019), GDoC Expo (2019), MagFest (2020), JEF (2020)