

Zachary Ziskin

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Freelance Unity Developer (Upily)

October-November 2024

- Prototyped a music project in Unity with C#
- Implemented audio and visual assets

Interactive Editor (Paramount/Nickelodeon Animation)

April 2021-Feb 2024

- Worked on the Noggin app in Unity with C#
- Focused on overall game flow & logic across multiple games
- Assisted engineering in testing & providing feedback on new features
- Noggin Achievements:
<https://docs.google.com/document/d/1rWwWjubVaZyrj6P91TYvb481PGZF7l6EgV5V8KypcTQ/edit?tab=t.0#heading=h.6wodgnkx7pma>
- Contributed to the following interactive series:
 - **Missions, Noggin Knows Books, On The Job, Noggins ABCs, Noggins 123s**

Gameplay/Systems Programmer (Sanguine Studios)

June 2019–April 2021

- Implemented save file system with overall game logic in Unity with C#
- Published to XBOX and Steam
- Programmed gameplay mechanics and 3/5 bosses
- Bug fixing, optimization, QA

Network/UI Programmer (Legends and Warfare)

September 2017–May 2019

- 2-year MOBA project
- Programmed UI/Gameplay mechanics in Unity with C#
- Bug and Lobby setup testing
- Network tests weekly for gameplay

Education:

Becker College: Worcester, MA

Graduate with Bachelor of Arts in Interactive Media Design with Cum Laude

- Dean's list Fall 2016, Spring 2018, Spring 2019, Fall 2019
- Honor Society: Alpha Lambda Delta (2016-2017)

Technical Skills:

- C#, C++, SQL, Python, HTML
- Plastic SCM, Github, Excel, Jira, Trello
- Unity, Visual Studio