

Zachary Jordan

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OBJECTIVE	Seeking a software development co-op/internship using skills in C# and Java. Available summer 2025.	
EDUCATION	Rochester Institute of Technology <i>Bachelor of Science, Game Design & Development</i> • GPA: 4.0 • Awarded Dean's List Fall 2023, Spring 2024 • Recipient of the Presidential Scholarship Relevant Coursework: Interactive Media Development, Game Development & Algorithmic Problem Solving, Intro to Web Technology, Math of Graphical Simulation, Discrete Math	Rochester, NY <i>Anticipated Graduation: May 2027</i>
SKILLS	Technical Skills: Git, Unity, Monogame Programming Languages: C#, Java, HTML, CSS Operating Systems: Windows Design Skills: UI/UX, Software Architecture, Responsive Design, Video Production	
PROJECTS	Topping Tumble (Academic/Personal) • Designed and developed a 2D puzzle game in Monogame, working primarily with math and physics to develop a basic physics engine for the game • Led a 4-person team to design and develop a polished and engaging gameplay loop in addition to levels • Utilized C# and the Monogame framework to develop a physics engine from scratch • Took project beyond academic scope and completed it during the summer to publish on itch.io	March 2024 – September 2024
	NPE Hero (Personal) • Designed and programmed a Guitar Hero-inspired rhythm game working primarily with Java • Worked with a 3-person team as the lead gameplay programmer, responsible for developing a BPM-based system for notes, resolving player input, and level editor development • Utilized Java and JavaFX to create an optimized and aesthetic gameplay experience • Created an in-game level creator and editor to allow the user to easily create their own unique levels	June 2023 - Present
EXPERIENCE	Rochester Institute of Technology Resident Advisor • Act as a student leader to assist and develop a safe and inclusive community amongst residents • Accurately and timely communicate with a staff of 200+ people to disseminate pertinent information and organize residential events • Adapt and pivot to resolve unpredictable and complex conflicts between residents and within RIT Residence Life	Rochester, NY August 2024 - Present
	Camp Tiger Lead Dungeons & Dragon Counselor • Facilitated engaging activities for groups of 20+ children aged 12-18, promoting teamwork while ensuring a safe and inclusive environment • Directed a team of 3 members to develop a curriculum using D&D to improve children's social skills and encourage self-expression • Educated campers on basic concepts of game design and campaign building • Advocated for expansion of the program, resulting in increased funding and registration levels	Rochester, NY June 2024 – July 2024