

# Game Designer and Programmer

# Zach Mankin

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## Education

Bachelor of Science  
Game Design and Development  
Full Sail Real World Education  
Orlando, FL  
June 2006  
Perfect Attendance Award

## Relevant Courses

- Artificial Intelligence
- Calculus and Trig
- DirectX
- Game Networking
- Linear Algebra
- OpenGL
- Optimization
- Physics

## Software Knowledge

- Microsoft Visual Studio
- Mel Scripting
- Assembly
- OpenGL/DirectX/RenderWare
- Microsoft Office Suite
- Microsoft Project
- NXN Alien Brain/VTune
- Matrix Math
- Vector Math

## Strengths

- Teamwork
- Passion
- Math
- C++
- Problem Solving
- Hard Worker
- Time Management
- Project Management

## Academic Experience

Final Project – Cattle Battle  
AI Lead  
Team Risk Management  
Implemented Path Planning  
Implemented AI State Machine  
Implemented AI Combat System

Tank Project  
Created 3D World Using RenderWare  
Simulated Tank Movement using Matrixes  
Created Multiple Camera Types  
Implemented Multiple Collision Types  
Created Weapon Systems

Formation Movement Research Project  
Created Real Time Strategy Movement  
Implemented AStar Path Planning Nodes  
Created With OpenGL Environment  
Advanced Unit Collision

2D Side Scrolling Shooter - Aftershock  
Project Leader  
Managed Team Schedule  
Created Particle System  
Implemented Boss AI  
Created Two Mini-Games  
Binary Saving and Loading  
Communicated Ideas Between Team and Artist

## Work Experience

Heart Land Pools  
Indianapolis, Indiana  
Head Lifeguard  
May 2001 – September 2003  
Managed Team of Lifeguards  
Trained in First Aid Skills  
Maintenance of Pool