



Zackary Seiple

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Education

Bradley University *Peoria, IL*

Graduating May 2021

Bachelor of Science in Computer Science & Game Design

Overall GPA: 3.87/4.0 | Computer Science GPA 4.0/4.0

Relevant Coursework - Intro to Software Engineering, Game Design I & II, Game Development I & II, Advanced Programming Concepts, Advanced Data Structures and Algorithms, Multivariable Calculus

Projects

We Hear You | Sign Language Translator

August 2020-Present

- Collaborating with a team of 7 to create an Android app that translates realtime video of sign language into text and speech
- Being developed primarily in **C++** and **Java** using **Bazel** as a build tool in a Linux environment
- Won 1st place in Bradley University's 2020 "Big Idea" Competition

Neon Oblivion | Unity3D Game

August 2020-Present

- 3D platforming-puzzle game in development with **Unity** in **C#** alongside 21 people specializing in programming, art, and game design
- Programming mechanics, systems, and development tools built into the Unity editor to help game designers easily implement new features
- Utilizing **Atlassian's Jira Software** for ticketing and task management

Hard Times at the Heavy Heart Motel | Unity3D Game

August 2019-May 2020

- 3D Detective game made with **Unity** in **C#** alongside 6 others
- Programmed save system, possession mechanic, photography system, and other core systems
- Assisted teammates with programming and debugging

Skills

Languages - C++, C#, Java, Python, JavaScript, HTML, CSS, SQL

Frameworks & Technologies - Bazel, Git, MediaPipe, MySQL, React, Unity

Miscellaneous - Atlassian Jira, Slack, Software Development Life Cycle (SDLC), Agile Development, Adobe Creative Suite, Excel

Leadership

Brand Committee Chairman *The Fraternity of Phi Gamma Delta*

August 2019-May 2020

- Was responsible for all external affairs of the chapter including service opportunities in the community, philanthropy events benefiting chairities, social events with other houses in Greek Life, and managing all social media accounts
- Lead a small team of six people to achieve goals and meet deadlines