

JACOB ZANCHETTA

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Clarkston, MI 48348

EDUCATION

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| Oakland Community College - Auburn Hills, MI
Certification: Software Engineer Certificate
Specialization: Game Design | 04/2025 |
| Oakland Community College - Auburn Hills, MI
Associate of Science: Computer Information Systems
Specialization: Software Engineering | 05/2024 |
| Eisenhower High School - Shelby Township, MI
High School Diploma | 06/2018 |

PROFESSIONAL SUMMARY

Recent computer science graduate with a passion for creating immersive gameplay experiences and a strong foundation in game development, programming, and interactive design. Experienced in building games using modern engines and tools through personal projects, group projects, and academic coursework.

TECHNICAL SKILLS

- **Languages:** C++, C#, Java
- **Engines:** Unity
- **Tools:** GitHub, VS Code, Visual Studio, NetBeans, Photoshop
- **Concepts:** Game mechanics design, basic networking, UI/UX design

PROJECTS

Project: *3D Arena Shooter* (Unity, C#)

- Designed arena stage with various obstacles
- Created power-up systems for player
- Designed enemy movement AI

Project: *Up, Up, Boss* (Unity, C#)

- 2D Platformer with multiple levels
- Moving platforms based on players' location
- Boss event triggered after certain conditions are met

Project: *Netflix Clone* (NetBeans, XAMPP, PHP)

- Collaborated with a 2-person team using GitHub
- Built a fully responsive Netflix-style review site using styled components
- Stores private data of the user accounts