Zach Petty

Game Developer | Gameplay Programmer | C++ & Unreal Engine Specialist

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Summary

Self-motivated game developer with hands-on experience in Unreal Engine 5 using C++ and Blueprints. Skilled in gameplay programming, physics systems, and debugging. Proven leadership in game jams and a passion for immersive player experiences. Member of IGDA and creator of PettyPixels.dev.

Skills

Programming & Tools: C++ (UE5, OOP), Git, C#, Python (scripting & automation), HTML/CSS/JavaScript

Game Dev Systems: Player movement, physics interactions, AI behavior, scoring systems, UI implementation, Rapid Prototyping

Soft Skills: Analytical problem-solving, debugging, troubleshooting, team collaboration, remote project coordination

Other: Windows OS, Web Dev (PettyPixels.dev), IGDA Member

Projects (pettypixels.dev/projects)

Goblins are Real – Horror Wave-Survival Game

Goblin Game Jam 2025 | Solo Developer

- Designed and developed a horror-themed atmospheric experience in Unreal Engine 5

- Created high-quality visuals, lighting, and mood-focused level design.

- Implemented all core systems and polish; gameplay, UI, and environment design.

Tornado Trouble – Physics-Based Puzzle Game

Brackey's Game Jam 2025.1 | Project Lead & Lead Programmer

- Implemented tornado movement, drift, boost, and object interaction mechanics in C++.

- Developed scoring, growth, and near-miss systems using Blueprint-exposed variables.

- Led remote team and handled post-jam updates/improvements.

Supermarket Time Heist – Stealth Action Game

Winter is Jamming, 2024 | Solo Developer

- Solo-developed core systems with Blueprints, balancing stealth mechanics and time constraints.

- Demonstrated debugging and iteration under pressure to meet deadline.

Education

B.S. in Game Programming and Development

Southern New Hampshire University

Graduation: October 2025

- Capstone: Advanced game programming

- Relevant Coursework: C++ Programming, Python Programming, Game Production, Advanced Game Programming, Virtual Environment Design

Professional Experience

IS Support Specialist II, Desktop Support Team

Healogics, Jacksonville, FL | 2021–Present

- Resolve 80%+ of complex software, hardware, and network issues for 50+ users daily.

- Automate repetitive tasks with scripts, reducing ticket resolution time by ~15%.

- Deploy and image hardware for field and corporate users.

- Handled Windows 11 Migration

- Document solutions and collaborate with stakeholders to bridge technical/nontechnical gaps.

- Designed phishing simulation campaigns using HTML/CSS/JavaScript for staff training.