

Zachary Petty

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Junior Game Developer

Junior Game Developer skilled in Unity, Unreal Engine, C++, and C#. Experienced in designing and implementing core gameplay systems, optimizing workflows, and collaborating in cross-disciplinary teams under professional studio mentorship. Proven in feature ownership, production coordination, and delivering polished, engaging player experiences.

WORK EXPERIENCE

Serenity Forge / RealXP Lab • Remote • 05/2025 - 08/2025

Gameplay Prototyping Externship

Producer & Gameplay Developer • Internship

- Led coordination of a 9-member programming team to deliver **5 playable builds** of a Unity horror mountain biking prototype.
- Organized **weekly integration meetings**, resolved merge conflicts in real time, and delivered polished builds for studio review.
- Participated in **4+ code review cycles** and weekly playtests, iterating on feedback to improve engagement and polish.

Healogics • Jacksonville, FL • 01/2021 - Present

InfoSec Support Specialist II

- Resolve complex software, hardware, and network issues for **200+** corporate and field users.
- Led company-wide migration to Windows 11, **coordinating scheduling and deployment** across multiple locations.
- **Designed phishing simulation campaigns** in KnowBe4, applying web development skills to improve security training engagement.

PROJECTS

"Bike Game" - Producer & Gameplay Programmer • 05/2025 - 08/2025

Serenity Forge / RealXP Lab - Unity

Led coordination and feature development for a horror mountain biking prototype. Delivered playable builds, refactored core controller architecture, and coordinated cross-disciplinary integration.

Goblins are Real – Solo Developer

Goblin Game Jam 2025 - Unreal Engine 5

Designed and developed a horror wave-survival prototype in one week, focusing on atmosphere, visuals, and player experience. Praised for strong environment design.

Tornado Trouble – Gameplay Programmer & Level Designer

Brackey's Game Jam 2025.1 - Unreal Engine 5

Developed a physics-based tornado game over one week. Implemented movement, boost mechanics, and scoring systems; completed core loop under time constraints.

SKILLS

Programming Languages: C#, C++, GDScript, Python

Game Engines: Unity, Unreal Engine 5

Tools & Pipelines: Bitbucket, Blender, Git, GitHub, Notion, Photoshop, Visual Studio

Development Practices: Agile Workflows, Code Reviews, Cross-discipline Collaboration, Modular Architecture, Rapid Prototyping

EDUCATION

Bachelor of Science in Game Programming and Development

Southern New Hampshire University • Manchester, NH