Zach Shirikjian

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SUMMARY

Game Design graduate with experience in mentoring high school students in web development and game development projects. Seeking to continue my journey towards the gaming industry as a mentor and trainee.

PROFESSIONAL EXPERIENCE

Iconic Arts, LLP. - Fitchburg, MA (Remote)   **June 2023-Present**
QA Tester (Contract)

Assisted Iconic Arts, LLP. with quality assurance testing for their debut title, GoobnBalloonsDX, an arcade shoot-em-up releasing on Steam and Xbox consoles. Tested multiple builds throughout development of the project, fulfilling specific tasks for Arcade Mode and Goob Odyssey. Identified bugs and created bug reports for the development team on their Discord server.

Additional Responsibilities
- Provided quality of life feedback, including clarifying the UI prompts at the start of gameplay.
- Recorded and shared data gathered from playtest sessions, including time to complete stages.
- Evaluated every playable character and assessed their level of difficulty for boss encounters.

Artists for Humanity - Boston, MA   **September-December 2023**
Creative Technology Assistant Mentor

Collaborated with the Creative Technology studio at Artists for Humanity to mentor teen employees working on web development projects and client work. Supported teens in building their portfolio websites programmed in the CSS, HTML, and JavaScript languages. Developed a video-based curriculum to teach Unity Engine to teens, encouraging them to create their own games. Contributed to the design and development of Artist for Humanity's first annual report website by programming custom CSS in the Squarespace framework.

Additional Responsibilities
- Developed Unity prototypes to showcase to new teens joining the Creative Technology Studio.
- Designed UI/UX mockups for client projects using Figma.
- Tested and debugged Javascript projects using the Phaser extension.
- Assisted in preparation for corporate events, including the Big Summer Show and Industry Night.
- Provided feedback and input to help in the development of the Studio's training materials for teens.

Boston Cyberarts, Inc. - Boston, MA   **July-August 2023**
Lead Unity/AR Instructor

Collaborated with Boston Cyberarts to design and manage their first summer youth program, with assistance from Artists for Humanity. Provided students the complete game development experience through creating their own space-shooter video game in Unity Engine. Assisted students with producing their own 2D Augmented Reality (AR) art pieces overlaid on Boston monuments, viewed from the Hoverlay mobile app.

Additional Responsibilities
- Assisted students with publishing their work on the Itch.io platform.
- Explained causes of bugs to help students better understand programming concepts.
- Guided students to create original, game-ready assets and animations for importing into Unity.
- Developed preparatory materials and presentations which suited the learning styles of our students.

Interests: Video Games (Persona, Mario), Anime (One Piece, Dragon Ball), Cooking, Drawing, Journaling, Package Design

[Frontier Digital, LLC](#). - Brooklyn, NY (Remote)   **June-August 2022**
Game Developer Intern

Conceptualized, developed, and published a fully-released Augmented Reality (AR) game for smartphone devices. Analyzed and resolved bugs from playtesting sessions. Directed and managed project using Agile framework software in a remote working environment. [(Demo Link)](#)

Additional Responsibilities
- Built prototypes with functioning AR mechanics using C# programming logic and Unity Engine.
- Delivered case studies based on research from UI/UX in AR mobile games.
- Tested and developed systems utilizing smartphone AR technology (LiDAR Face Tracking)
- Assessed benefits of device-agnostic WebAR publishing platforms (ZapWorks, Vuforia, Echo3D).

CORE COMPETENCIES
Lesson Planning | Creative Problem Solving | Leadership | Patience & Adaptability | Game Development
Bug Reporting & User Testing | UI/UX Design & Case Studies | Graphic Design | Typography

TECHNICAL COMPETENCIES

	Proficient (3+ Years of Experience)	Intermediate/Basic (2 or Less Years of Experience)
Engines	Unity Engine	Unreal Engine 4, Lens Studio
Languages	C#, Java	HTML/CSS, Javascript, Python
Design Tools	Adobe Photoshop, Audacity	Adobe Illustrator, Maya, InDesign, LMMS, Figma, Hoverlay, Squarespace
Software	Google Suite, Microsoft Suite, Visual Studio	Github, Asana, Jira, Trello

EDUCATION
Fitchburg State University, B.S. Game Design (Summa cum laude)   **August 2018-August 2022**
GPA   3.93

Achievements/Recognitions
VISIONS 2022 Graphic Design Exhibitor [(Accepted Works)](#) | Global Ambassador Scholarship | President's List