

ZANE T. DRAPER

GAME DEVELOPER

#: 607.377.9493

@: ztdraper@gmail.com

G: zaneDraper/My-Work

B: be.net/zdraper

WORK EXPERIENCE

Lead Developer (Magic Spell Studios)

May 2017 - Present

- Used Unity 3D to develop unique VR experiences.
- Designed and programmed backend architecture and tools using C#.

Gameplay Programmer (Frontwire Studios)

Dec 2016 - Present

- Worked on a multi-national team in a scrum framework.
- Used TortoiseGit for version control
- Design and implement new gameplay features in Unreal Engine 4.

VR Lab Technician (Magic Spell Studios)

Jan 2017 - May 2017

- Worked with new VR/AR technology, including Vive, Oculus, Hololens and more.
- Improved VR interaction, motion and development principles.
- Developed a new VR IP using Unreal Engine 4 and Oculus Rift.

UE4 Programmer (Coqui3D)

Aug 2016 - Dec 2016

- Designed, implemented and maintained Soldier of Heaven VR on Steam.
- Worked with both UE blueprints and C++ source code to build backend data structures, implement tools and optimize overall performance.
- Improved VR interaction, motion and development principles.

RECENT

Judge for the NYS Game Developers Challenge

- Reviewed submissions from Indie Studios and Students to determine the 2017 winners.

VR Game for IndieCade

- Worked as lead developer for a VR Game submitted to IndieCade 2017.

EDUCATION

Bachelors of Science in Game Design and Development

Rochester Institute of Technology, Rochester, NY

LANGUAGES

C/C++/C#

Javascript

HTML/CSS

ENGINES/IDEs

Unreal Engine 4

Visual Studio

Unity 3D

OTHER SKILLS

Adobe Suit

Perforce

Git

Adv. 3D Math