

# ZACHARY FLORES

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## SKILLS

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**Strengths:** Gameplay Programming, Prototyping, Game Feel, Written/Verbal Communication, QA, Profiling

**Languages:** C#, HLSL Shaders, C++, Java, JavaScript, SQL

**Software:** Unity, FMOD, RenderDoc, Unreal Engine 4, Git, Perforce

## WORK EXPERIENCE

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**Funktronic Labs | *The Light Brigade* (VR)** Mar 2022 - Present

*Platform Engineer - Unity*

- Responsible for porting all features of *The Light Brigade* for PSVR2 and PSVR
- Guided game through Sony cert process, fixing bugs and communicating with platform partners
- Debugging and profiling with console specific tools to maximize hardware usage on consoles

**Tender Claws | *Virtual Virtual Reality 2* (VR)** Aug 2020 - Feb 2022

*Designer/Programmer - Unity*

- Shipped VVR2 for Oculus Quest 2 and desktop VR headsets
- Prototyped AI, gameplay systems, and narrative sequences to be presented to directors
- Implemented all dialogue, mechanics, and gameplay polish across 4 full levels

**Late Stage Interactive | *Detour Bus* (VR)** Sep 2019 - Present

*Co-Director/Technical Lead - Unity, FMOD*

- Directed a 20-person game team with funding from the Oculus Launchpad
- Implemented and polished core gameplay systems and narrative for 8 unique puzzle levels
- Wrote custom shaders for visual effects, gameplay polish, and maximizing performance
- Profiling and optimizing final product for launch across multiple platforms

**Funktronic Labs | *Fujii* (VR)** May 2019 - May 2020

*Platform Engineer Intern - Unity, FMOD*

- Ported and shipped *Fujii* for PS4 release across multiple regions
- Debugged all platform issues and handled Sony cert process
- Added commonly requested QOL features after launch such as save slots and locomotion options

## PROJECTS

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**9 Game Prototypes | Prompted Unity Prototypes** Aug 2020 - Oct 2020

*Designer/Engineer - Unity*

- Designed and implemented a weekly prototype for 9 weeks around an assigned prompt
- Focused on game feel and scope to efficiently fulfill prompts
- Co-Directed a team of 4 to quickly polish one prototype once 9 weeks had finished

**Ollie | VR 3D Animation Tool, Official SIGGRAPH 2019 Selection** Aug 2018 - Aug 2019

*Engineer/Designer - Unreal Engine 4*

- Engineer for 5-person team developing an approachable tool for creating 3D animations in VR
- Built functionality for keyframe animation, undo/redo, easing, automatic snapping, and more
- Shipped final product on Oculus Desktop store

## EDUCATION

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**University of Southern California** May 2021

BS, Computer Science (Games)

Presidential Scholar

Oculus Launch Pad Fellow 2019