

ZACHARY FLORES

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Portfolio Website: zafloros.com

EDUCATION

University of Southern California
BS, Computer Science (Games)
Presidential Scholar, 3.51 GPA
W.V.T Rusch Engineering Honors Student

Los Angeles, CA
May 2021

SKILLS

C++, C#, Unreal Engine 4, Unity, Java, HTML/CSS, JavaScript, SQL
VR Development - Oculus Rift, HTC Vive, Google VR, A-Frame (Web)
AR Development - DAQRI, Magic Leap, Vuforia, 8th Wall (Web)

WORK EXPERIENCE

Funktronic Labs
Game Engineer Intern

Pasadena, CA
May 2018 - Present

- Worked independently on unannounced VR project for the entire summer
- Added save slots and free locomotion to recently released VR title *Fujii*
- Worked on debugging and patching *Fujii* on release

Dynamic Augmented Solutions
Augmented Reality Development Intern - Unity, C#, Magic Leap, A-Frame, 8th Wall

Los Angeles, CA
December 2018

- Built a HUD reactive to head position and orientation for Magic Leap
- Learned 8th wall browser-based AR and built a Dynamic Augmented Solutions sample experience

The City of Los Angeles
Augmented Reality Development Intern - Unity, C#, DAQRI SDK, Maya, Git

Los Angeles, CA
Summer 2018

- Developed an Augmented Reality visualization of a new "Smart Park" being built in the city
- Implemented two versions of the experience, one for the DAQRI Headset and one for Browser
- Modeled various features in the park based off supplied PDF from architect

PROJECTS

Ollie | VR Animation Tool, Official SIGGRAPH 2019 Selection
Engineer/Designer - Unreal Engine 4, C++, Git

August 2018 - August 2019

- One of two engineers for 5-person team developing an approachable tool for creating 3D animations in VR
- Implementing backend structure and libraries to use with UE4's Blueprint System
- Built functionality for undo/redo, easing, keyframe animation, automatic snapping, and more

Gunflinger | Wave shooter with slippery hands
Engineer/Designer - Unity, C#

August 2019

- Designed and built for the 48-hour Game Maker's Tool Kit Jam
- Implemented me and a friend's design for a wave shooter including A* enemy AI and all gameplay
- Ranked #32 out of 2700 games in jam

Spooky Chess | Themed Multiplayer Chess
Engineer - Unreal Engine 4, C++, Java, SQL, Git

October-December 2018

- Built the entirety of team's variation on chess revolving around a ghost making random moves
- Connected game to team's custom Java server for networked play and win/loss retrieval from database
- Implemented different game functionality for guests and registered users

ACTIVITIES

KXSC Radio, VR/AR Club President, ΔKA Professional Cinematic Arts Fraternity, Viterbi Student Ambassador