

Zachary Pavlov

10891 S Dalzell Rd, Traverse City, Mi, 49684

231-946-2681

zpavlov@andrew.cmu.edu

Objective	Pursuing a job as a programmer in the entertainment industry	
Education	University of Michigan- School of Literature, Science, and Arts <ul style="list-style-type: none">Bachelors of Science in Computer Science and Pure Mathematics	<i>August 2004</i>
	Carnegie Mellon University- Entertainment Technology Center <ul style="list-style-type: none">Working Towards a Masters in Entertainment Technology	<i>expected Spring 2006</i>
Schell Games	<ul style="list-style-type: none">Designed levels for Disney's Toytopia. I am currently working on developing an in-house framework for the Nintendo DS	<i>Fall 2005-Spring 2006</i>
Disney's VR Studio	<ul style="list-style-type: none">Worked on a multitexture tattooing system for the Pirates of the Caribbean MMORPG, and worked on the race logistics and operations for Toontown Kart Racing.	<i>Summer 2005</i>
Teaching	<ul style="list-style-type: none">I was a programming TA for the Building Virtual Worlds class at Carnegie Mellon University	<i>Fall 2005</i>
	<ul style="list-style-type: none">Programming TA for 25 Korean Professors and Game Designers	<i>Spring 2005</i>
Long Group Projects	<ul style="list-style-type: none">Worked on Extreme I/O testing for a semester, which involved building low-level fault-injection into core libraries for PHP, Java, CORBA, and Python.	<i>Spring 2005</i>
	<ul style="list-style-type: none">Built a Peer to Peer Public Key Cryptography System using OpenSSL and C++	<i>Spring 2004</i>
	<ul style="list-style-type: none">Researched Combinatorial Mathematics in a group of four under a professor at the University of Michigan. I wrote two papers on the results	<i>Summer 2003-2004</i>
Long Solo Projects	<ul style="list-style-type: none">Designed and implemented a wait-listing system for a 19 computer environment, which has been in use since 2001 at the Traverse Area District Library using Visual Basic and Perl	<i>Summer 2001-2002</i>
	<ul style="list-style-type: none">Built a internet link archival system for cataloging web content at the Traverse Area District Library using PHP and MySQL	<i>Summer 2002</i>
	<ul style="list-style-type: none">Built a remote license gathering system for the Traverse Area District Library using Perl and Microsoft Access	<i>Summer 2001</i>
	<ul style="list-style-type: none">Built an Object Oriented Raytracing Engine using OpenGL and C++	<i>Fall 2003</i>
Two Week Group Projects	<ul style="list-style-type: none">Took Building Virtual Worlds at CMU, where I worked on two-handed VR Tetris, a blackjack playing robot dog, a ski jump simulation controlled by 500 people, and a version of Katamari Damacy that used a bowling ball interface.	<i>Fall 2004</i>
Skills	<ul style="list-style-type: none">Languages- C, C++, Perl, Python, Visual Basic	
Hobbies	<ul style="list-style-type: none">Playing Classical Guitar and Banjo	
	<ul style="list-style-type: none">Built a two foot diameter origami model using 140 sheets of paper.	
Leadership	<ul style="list-style-type: none">Directed three plays in college, one of which had a \$2700 budget.Acted as Junior representative for the Residential College Student Assembly	