

# Zachary Lebel

## Video Game Developer

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### Professional Summary

Creative and versatile game developer with a passion for innovative experiences. Skilled in Unity, Unreal Engine, as well as other less common languages/frameworks like Love2d and Python, and a wide range of creation tools such as Blender, GIMP, FL Studio and many more. Background includes professional gaming leadership, IT technician, and video editing-bringing a unique mindset to development. Currently completing a game development diploma with proven success in both academic and independent projects.

### Education

**Eastern College,**  
*Video Game Development Diploma*  
02/2024 – 07/2025 | Fredericton

**John Caldwell School,** *High School Diploma*  
2019 | Grand Falls NB

### Skills

Unity

C#

C++

Unreal Engine

Git

Blender

Teamwork

Communication Skills

Networking

Python

Fast Learner

Game Design

Adobe Products (AE / PP)

Leadership

Project Management

### Languages

English

French

### Employment History

2023 – 2024  
St Andre NB

**Hive Technologies, IT On-Site Technician**

- Maintained tens of thousands of ASIC machines at any given moment.
- Diagnosed and resolved complex technical issues on-site
- Managed networking setups and performed system optimizations
- Developed troubleshooting workflows

2019 – 2023  
Remote (Kentucky - USA)

**Soesic Clothing Co. E-Sports Division,**  
*Professional Gamer & E-Sports Team Captain*

- Lead and helped maintain a group of highly skilled and specialized individuals
- Led team strategy, practice schedules, and match preparation
- Built a strong understanding of player experience and game design balance
- Facilitated the work meeting between Coaches/Managers between players.
- Maintained a strong work environment in a high pressured environment