

Kaiden Zapanta

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TECHNICAL SKILLS

Languages: C#, C++, TypeScript, JavaScript, SQL, Python, Java, C

Frameworks & Tools: Unity, Unreal Engine 5, .NET, Version Control (GitHub, Diversion), Angular

Core Development: Game Development, Fullstack Webapps, REST APIs, Object-Oriented Programming, Agile/Scrum

EDUCATION

The University of Texas at Austin, Austin, TX

May 2025

Bachelor of Science in Computer Science

- Relevant Coursework: *3D Game Development Capstone, Linear Algebra, Machine Learning, Data Structures*

WORK EXPERIENCE

Texas Legislative Council, Austin, TX

Software Engineer

March 2026 - Present

- Developed and maintained full-stack legislative workflow applications using .NET and Angular, streamlining agenda planning, lawmaking operations, and the delivery of legislative information to the public.
- Collaborated directly with clients to gather requirements and iteratively deliver features, enhancements, and modernizations across multiple legacy enterprise applications, aligning solutions with evolving legislative business rules and operational needs.
- Migrated legacy application components to modern .NET and Angular architectures, improving maintainability, scalability, and the overall user experience.

Aristocrat Technologies Inc., Austin, TX

Software Engineer

June 2025 - January 2026

- Contributed to the development of a .NET library for converting proprietary graphics package files into Unity scenes, enabling studios to migrate legacy projects into Unity.
- Developed a comprehensive test suite of 400+ automated tests across various testing layers including unit, integration, and end-to-end (E2E) tests, achieving ~80% coverage and ensuring robust software quality.

PROJECTS

Golfin-Slayer Redux - Unity (C#)

January 2026 - Present

- Refactored core game systems using composition-based design patterns, creating a modular, scalable foundation that streamlined the implementation and iteration of gameplay features.
- Developed tools and systems tailored to audio designers, game designers, and QA, streamlining content integration, testing, and iteration; built automated game build pipelines to improve development workflows and release efficiency.

Vegetables of Mass Destruction - Unreal Engine 5 (C++)

January 2025 - May 2025

- Programmed core game systems, including player mechanics, level flow logic, and interactive world features.
- Shipped and published on Steam, earning over 1,500 downloads and overall positive player reviews.
- Served as Scrum Master for a cross-functional development team, facilitating meetings and tracking progress toward project goals for a hack-and-slash action-adventure game built in Unreal Engine 5.

Procedural Animation Tool - Godot (C++)

December 2024

- Engineered a modular, parameter-driven architecture with reusable components for the Godot Engine using GDExtension to streamline rapid prototyping of procedurally animated entities.
- Implemented various procedural animation techniques, such as FABRIK and second order dynamics to enable natural and adaptive entity animations across varied gameplay scenarios.

AWARDS

Texas Game Jam

September 2024

Best Overall, Best Technology - DOOG, Unity (C#)

- Doom-inspired 2.5D first-person shooter game for the 2024 Texas Game Jam.
- Developed interactable items and enemy AI, and integrated artist-created assets and animations into gameplay.