Zane Mohammad

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SOFTWARE & GAME DEVELOPER

Natural problem solver with proven experience in software and game development. Currently leading R&D at WolverineSoft while pursuing CS and Philosophy at Michigan. I design systems, write code, and turn complex challenges into elegant solutions.

EDUCATION

University of Michigan, Ann Arbor, MI

BA in Art & Philosophy, Minor: Computer Science

Relevant Coursework: Data Structures & Algorithms [EECS 280](C++), Semantic Analysis [LING 343](R)

PROFESSIONAL EXPERIENCE

WolverineSoft, Ann Arbor, MI

Lead R&D Programmer____

_Sept 2024 - Present

Graduation: May, 2026

- Leading systems design and programming implementation for game prototyping using Unity/C#
- Architecting scalable software systems and establishing version control best practices
- Driving technical decision-making and evaluating new technologies for adoption

Architecture & VFX Lead - Tails of War_

_____Sept 2023 - Jan 2024

- Built core architecture and visual effects for Steam published game <u>Tails of War</u>
- Collaborated with a 40-person development team using agile methodologies
- Designed and implemented modular systems for visual effects integration

Rising Blade (Independent Project), Schaumburg, IL

Project Lead & Developer_

_Jan 2021 - Aug 2021

- Independently developed and launched a complete game, Rising Blade, from concept to deployment
- Architected and implemented everything from core gameplay to performance optimization
- Managed full product lifecycle, feature prioritization, and development roadmap

RELEVANT COURSE PROJECTS

NLP Text Processing

- Wrote a program that categorizes sentences based on training data
- Implemented efficient file I/O handling and string manipulation algorithms

SKILLS & INTERESTS

- **Programming Languages & Tools:** C, C++, C#, Rust, Python, R, Go, Git
- **Game Development:** System Design, VFX, 3D Modeling, Unity, Technical Documentation
- Organizations: Michigan Computer Graphics, Michigan Student Artificial Intelligence Labs