

ZACH DiNUCCI

Medium Human Programmer, Lawful Neutral

Armor Class 13 (Jeans & Sweater)

Hit Points 24(4d8 + 4)

Speed 30ft., swim 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	16 (+2)	16 (+2)	12 (+1)

Condition Immunities Exhaustion

Skills Animal Handling +4, Arcana +4, History +6, Investigation +6, Perception +6, Performance +3

Damage Immunities Psychic

Senses passive Perception 14

Languages Common, Italian (Learning)

Programming Languages C, C#, C++, JavaScript, React, HTML, CSS, SQL, Bash, XAML

Tool Proficiencies Unity, Unreal Engine, Blender, Adobe Creative Cloud, VS Code/Visual Studio, Git/GitHub, AWS, .NET, Node.js

Challenge 4

Artificer. Zach is proficient with mixed reality tools including VR/AR development, 3D modeling, and multimedia production using Unity, Unreal Engine, and creative software.

Historian. Zach has expertise in the History Skill. Their Proficiency Bonus is doubled for this ability.

Programmer. Zach has expertise in the Investigation and Perception skills. When checking for bugs in code they gain advantage for rolls using those skills.

Published Developer. Zach has released applications with over 2,000 downloads, demonstrating ability to create production-ready software that reaches real users.

ACTIONS

Debugging. Zach can spend a short rest testing their code after which they can make a Wisdom or Intelligence skill check with advantage to see why it's not producing the desired result.

Researcher. Zach can roll a Wisdom or Intelligence skill check whenever they run into a problem that requires research.

Intellisense. Zach's tools provide a sixth sense when it comes to programming and lowers the DC of skill checks by 2 when programming.

Pack Tactics. Zach has advantage on rolls made for programming and research while working with others.

Program. Zach has advantage on rolls made for programming and research while working with others.



ADVENTURER FOR HIRE!

BACKGROUND

Zach is a Mixed Reality Developer seeking his next adventure. Currently working at Boise State University's GIMM Department while completing his Computer Science degree (Fall 2025), he specializes in building immersive AR/VR experiences using Unity and React. His experience spans from full-stack web development to multiplayer game systems, allowing him to adapt to various technological challenges.

TEAM

Zach has sought out to find an adventuring team that will aid him on his voyage of learning. Additional learning will add to the skill points that he already possesses. He is excited to collaborate and build interactive and immersive games together as a team.

TOOLS

Unity was the first tool Zach mastered at Boise State University, where he created VR/AR applications including a published VR Hunter Safety Simulator with over 2,500 downloads. He has since expanded to Unreal Engine 5 for multiplayer game development with C++, along with React, AWS, and .NET for full-stack applications.

SIDE QUESTS

Being a developer has always been his main quest. However, side quests have provided valuable multiclassing opportunities. At Boise State, he's earning degrees in both GIMM (Games, Interactive Media, and Mobile Technology) and Computer Science, while his work as a Student Mentor with the Onramp Program allowed him to teach programming to underserved youth. These diverse experiences bring both technical expertise and educational insight to collaborative projects.