Zans Gurskis

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Game Designer | Lecturer
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I have a coach mentality- loyal, responsive and highly ambitious. I take pride in my work, with confidence in my actions. I excel working with a group of people. Feedback and flexibility drive my creative process. I am fearless when it comes to challenging myself, I focus on fulfilment regardless of my abilities. My aspiration for making games is to enchant child-like astonishment, and deliver a meaningful experience.

Portfolio
Projects and concepts | http://thecuttlefish.github.io

Experience
2018 - 2016 Associate Lecturer (Games Design) at University of the Arts London
As an associate lecturer, I fulfil several roles: I teach game programming, design and 3D, while occasionally delivering lectures on game design. Additionally, I teach summer course on Games Design, where students learn about game design and go through a robust game prototyping process. I find this work very rewarding, and enjoy seeing concepts develop into fully playable prototypes.

2016 Game Design Mentor at University of the Arts London
I have been assigned to work with a sound design student, who is pursuing game design career. My approach is very friendly, I encourage and support my mentee's decisions; while committing to his aspirations and skills. I find this experience very beneficial for both of us, as we learn from each other and it increases our focus.

2015 Game Designer at Zaubug [Start-up]
I had to design, program, publish and represent games at gaming conferences. It was a hectic yet compelling experience. It gave me a complete understanding of how to drive a game from an idea to the App Store. Additionally, working for an independent start-up gave me a foundation in: promotion and marketing.

2015 Game Designer | Course Assistant | Photographer at University of the Arts London
After receiving patronage from the University; I continued working on a game to publish it on Steam, that required strong organization and motivation skills. As an affiliate of the (BA) Game Design course, I assisted in grading students' work, as well as representing the course during enrolment. I also volunteered as a photographer for several events.

2014 Student Delegate at University of the Arts London
I represented UAL Game Design course at the open day event. I had to be sharp and informative to get as many students as possible.

2010 Junior Graphics Designer at Dentsu London [Advertising Agency]
I was part of the Digital Team- responsible for the front end delivery. I enjoyed working together to achieve common goals. I generated: animated web-banner, Russian localisation for websites and games, web-development, concept art, and contributed ideas and research. Our clients were: Nintendo, Canon, Wallpaper*, Green Tomato Cars, Southern Rail and Tetley.

2009 Web Designer | Graphic Designer Freelance for Software Architects and local businesses
I have done: websites, posters and logos. That taught me how to organize myself and complete projects within given time constraints.

Education

(2019) - 2016 **Master of Science in Computer Games Technology [Studying]** at City University London
I have learned a lot about computer shaders and 3D graphics. I've studied C++ and developed an AI project based on flocking behaviour using Bullet Physics Engine. In my free time, I have worked with my friend on AR and VR project. I spend a lot of time learning and working with different technology.

2014 - 2011 **Bachelor of Arts in Games Design [First]** at University of the Arts London
It was a perfect environment to expand my knowledge and skills with a great collective of creative people. Every year, we had a show where we had feedback from industry professionals such as: Sony, Microsoft, Sega, Bossa Studios, Marmalade Studio, Splash Damage and so on.

2006 - 2005 **Graduate of Art Course** at Saules College of Arts and Design
I have always done something creative. Taking a course in art solidified my abilities and gave me ideas and awareness of where to apply my skills.

Achievements

2015 **Published a game on Apple App Store** http://thecuttlefish.github.io/mindfork
2015 **Featured on UAL Alumni page |** http://bit.do/zhan_lcc
2014 **Received patronage from UAL for outstanding final year project** | thecuttlefish.github.io/vine_venture
2010 **Contributed to Green Tomato Cars TV commercial** | bit.do/green_tomato_video

Skills

Game Design | Game Design Documentation | Game Design Theory | Prototyping | Storyboarding | Quality Assurance | Presenting | Pitching | User Experience Design | User Interaction | Research |OOP

Software

Unity Pro | Adobe Animate(Flash Professional) | Photoshop | Illustrator | InDesign | 3Ds Max | Blender 3D | Cyberlink Powerdirector | Word | Excel | PowerPoint

Programming Languages

C++
C# | JavaScript in Unity 3D
ActionScript 3 in Adobe Animate (Flash Professional) and Flash Develop
HTML | CSS | XML | jQuery in Dreamweaver, Microsoft Web Expression and WordPress

Languages

English - Fluent | **Russian** - Native | **Latvian** - Beginner | **Italian** - Beginner

Interests and hobbies

Psychology | User Experience Design | Linguistics | Semiotics | Photography | Graphic Design | Game Jamming | Gaming | Parkour | Comics

*References available on request.