



Anthony D. Zalar

Game Design and Development



Contact



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Education

- Rochester Institute of Technology
Rochester, New York
- Master's of Science:
Game Design & Development
GPA: 4.0/4.0
- Bachelor's of Science:
Game Design & Development
GPA: 3.8/4.0
- Minors:
Japanese Language & Culture
Music & Technology



Programming

C#
HTML/CSS
C++
Java
JavaScript



Software Skills

Unreal Engine 4
Unity 3D
Oculus/Vive
Invision
Axure
Adobe Photoshop
Adobe Premiere Pro
Adobe After Effects
Atlassian JIRA
MeisterTask
Audacity
Adobe Audition
Autodesk Maya
Google G Suite
Microsoft Office



Professional Experience

Test Engineer, SDK

Nov. 2018 - Present

Magic Leap, Plantation, Florida

- Work across multiple disciplines to create sample apps and experiences using the Magic Leap SDK to provide end-user testing of APIs and libraries.
- Build, document, and maintain test apps to continually prove the effectiveness and quality of the Magic Leap SDK's integration into Unreal.
- Plan and document software requirements to be tested in upcoming sprints.

Technical Designer

June 2017 - Oct. 2018

ImmersiveTouch Inc., Chicago, Illinois

- Coordinated the design and development cranial surgery simulations where surgeons used a haptic pen to interact with real patient data in 3D space.
- Created and managed video and image marketing content for all products.
- Managed user testing and integration of simulation features into Unity 3D projects.
- Maintained, documented, and upheld high quality standards for company software.

Freelance Creative Technologist

June 2018 - Nov. 2018

Upwork, Remote Location

- Published games on the Google Play Store based on concepts desired by clients.
- Advanced production pipeline for clients' marketing videos and graphics by establishing new workflows and consulting in regards to technical decisions.
- Redesigned and reviewed game mechanics for game projects being developed by clients.

Game Interaction Design Intern

Summer 2016

NetEase Games, Guangzhou, China

- Created user interface solutions, workflows, wireframes, and prototypes that appeal to the Chinese mobile game market.
- Developed Virtual Reality prototypes using the Google Cardboard to be implemented into upcoming iOS and Android games.

Developer Support and Documentation Intern

Summer 2015

Epic Games, Cary, North Carolina

- Investigated and debugged issues within the Unreal Engine 4 (UE4) documentation.
- Trained new UE4 developers through writing documentation and creating content.
- Improved UX interactions with the UE4 documentation based on user feedback.



Projects

Gloom Box

Spring 2017

- Mash up genres of music to solve puzzles.
- Producer, UI/UX Designer, and Visual Coordinator.
- Awarded 3rd place at RPI GameFest 2017.
- Developed in conjunction with Master's Thesis on User Experience in Games.

Onmyoji (阴阳师)

Summer 2016

- Published by NetEase Games.
- Most profitable game in China, 6th worldwide.
- Redesigned and prototyped new iterations for the monster summoning system.
- Prototyped Google VR demo in Unity 3D for battle system.