# 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*
- Create sample apps and experiences using the Magic Leap SDK to provide end-user testing of APIs and libraries.
- Build and maintain test apps to continually prove the effectiveness and quality of the Magic Leap SDK's integration into Unreal.
- Investigate, troubleshoot, and verify software defects and other technical issues.

**Technical Designer**                    June 2017 - Oct. 2018
*ImmersiveTouch Inc., Chicago, Illinois*
- Responsible for the design and development of 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.
- Tested and provided feedback for technologies in development 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.
- UI/UX Design, Producer, 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.