Anthony D. Zalar

Interactive Design and Development

Contact

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Software Skills

Unity
Unreal Engine
Photoshop
Premiere Pro
After Effects
Maya
JIRA
GitHub
Gen AI
Perforce
Test Rail
Microsoft 365

Programming

C#
Python
HTML/CSS
C++
Java
JavaScript

Awards & Certifications

SAIC Service Award - 2024
Project Management Professional
(PMP) - 2024

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

Profile

Innovative professional with over eight years of expertise in Interactive Design and Development, specializing in VR, AR, XR, and simulation technologies. Adept at User Experience (UX), Automation, and Project Management, with a strong track record of leading interactive simulations for the space industry. Skilled in guiding cross-functional teams to deliver cutting-edge experiences using proprietary tools, Unity, and Unreal Engine 4 (UE4).

Professional Experience

Senior Game Developer Engineer / Technical Demo Lead — 2021 - Present
SAIC, Remote

- Lead the design, development, and deployment of interactive simulations for space applications, enhancing engagement and usability.
- Enhance code architecture, reliability, user interface, and optimization of simulation mechanics for various projects.
- Spearhead planning and execution of interactive demos for tradeshows; leveraging cutting-edge technologies to captivate clients.
- Present immersive technologies at major industry events, including National Space Symposium, AFA Warfare Symposium, I/ITSEC, and AMOS.
- Designed and implemented a customer contact database to efficiently track customer engagements and outcomes.
- Automated workflows that integrate Microsoft 365 applications into the database.

Senior Integration Technician — 2020 - 2021
Infinity Ward, Woodland Hills, California

- Developed automated workflows, reducing QA task time by an hour daily.
- Established and actively managed new testing protocols for the Integration team.
- Managed code and asset integrations across multiple studio projects.

Software Test Engineer, SDET — 2018 - 2020
Magic Leap, Plantation, Florida

- Built, documented, and maintained test applications for Magic Leap's integration into Unreal.
- Led Agile planning of software requirements, ensuring effective sprint deliveries.
- Automated test cases in UE4, significantly reducing daily testing time.

Technical Designer — 2017 - 2018
ImmersiveTouch Inc., Chicago, Illinois

- Designed and scripted cranial surgery simulations using real patient data in 3D space.
- Managed user testing and integrated simulation features into C# projects.
- Optimized VR/XR simulation applications for seamless performance on Oculus, Vive, and Windows Mixed Reality.

Game Interaction Design Intern — 2016
NetEase Games, Guangzhou, China

- Designed user interfaces, workflows, wireframes, and prototypes for the Chinese mobile game market.
- Developed VR prototypes using Google Cardboard for upcoming iOS and Android games.

Developer Support and Documentation Intern — 2015
Epic Games, Cary, North Carolina

- Investigated and debugged Unreal Engine documentation issues.
- Created documentation and training content for new UE4 developers.
- Improved UX interactions within the UE4 documentation based on user feedback.