



Anthony D. Zalar

Game Design and Development



Contact

(440)725-2372

zalaranthony@gmail.com



www.anthonyzalar.com



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

Technical Designer

June 2017 - Present

ImmersiveTouch Inc., Chicago, Illinois

- Responsible for the design and development of cranial surgery simulations where surgeons use a haptic pen to interact with real patient data in 3D space.
- Create and manage video and image marketing content for all products.
- Manage user testing and integration of simulation features into Unity 3D projects.
- Maintain, document, and uphold high quality standards for company software.

Freelance Creative Technologist

Upwork, Remote Location

June 2018 - Present

- Publish games on the Google Play Store based on concepts desired by clients.
- Advance production pipeline for clients' marketing videos and graphics by establishing new workflows and consulting in regards to technical decisions.
- Test and provide feedback for technologies in development by clients.

Game Interaction Design Intern

NetEase Games, Guangzhou, China

Summer 2016

- 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

Epic Games, Cary, North Carolina

Summer 2015

- 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.

Teaching Assistant: Game Design and Development

Fall 2014

Rochester Institute of Technology, Rochester, New York

- Assisted and lectured alongside faculty members in class.
- Improved student problem solving through one-on-one tutoring.
- Developed students' skills in interactive media including web, mobile, and game development.



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.