



Anthony D. Zalar

Game Design & Development

Contact

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Software Skills

Unreal Engine 4
Unity
Photoshop
Maya
JIRA
GitHub
Premiere Pro
After Effects
Confluence
Perforce
Test Rail
Google G Suite
Lens Studio

Programming

C#
HTML/CSS
Python
C++
Java

Certifications

Project Management Professional
(PMP) - 2021

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

Profile

Dynamic Game Developer with over five years of experience working with innovative technologies in the VR, AR, XR, and Game industries. Leverages background in UX, Automation, and Project Management to make advancements in the *Call of Duty*, the *Onmyoji* (阴阳师), and the *Fortnite* franchises. Leads creative projects across multi-disciplinary teams to successful completion utilizing proprietary tools, Unity, and Unreal Engine 4 (UE4).

Professional Experience

Integration Technician 2020 - Present

Infinity Ward, Woodland Hills, California

- Design and develop automated workflows to optimize QA tasks which save testers one hour of time daily.
- Established and actively manages new testing protocols for the Integration team.
- Manage code and asset integrations across different projects in development by multiple studios.

Software Test Engineer, SDET 2018 - 2020

Magic Leap, Plantation, Florida

- Built, documented, and maintained test apps to continually prove the effectiveness and quality for Magic Leap's integration into Unreal.
- Led Agile planning of software requirements to be tested in upcoming sprints.
- Reduced time required for daily testing of the Magic Leap SDK by writing automation code in UE4.

Technical Designer 2017 - 2018

ImmersiveTouch Inc., Chicago, Illinois

- Responsible for the scripting and design of cranial surgery simulations where surgeons used a haptic pen to interact with real patient data in 3D space.
- Managed user testing and integration of simulation features into C# projects.
- Maintained, documented, and upheld high quality standards for company software.
- Optimized performance of simulation applications to run seamlessly on VR and XR headsets: Oculus, Vive, Windows Mixed Reality.

Freelance Creative Technologist 2018 - 2020

Robert Half, Remote

- Designed, prototyped, and published games on the iOS and Android Store to exceed client expectations.
- Advanced production pipeline for clients' marketing videos and graphics by establishing new workflows and consulting in regards to technical decisions.
- Refined architecture, reliability, user interface, and game mechanics for clients.

Game Interaction Design Intern 2016

NetEase Games, Guangzhou, China

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

Developer Support and Documentation Intern 2015

Epic Games, Cary, North Carolina

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