



# 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

### 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

June 2018 - Present

*Upwork, Remote Location*

- 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

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.

### 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.