



# Anthony D. Zalar

AR/VR Design & 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



## Certifications

Project Management Professional  
(PMP) - 2021



## Programming

C#  
HTML/CSS  
C++  
Python  
Java



## Software Skills

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



## Professional Experience

### Integration Technician

Nov. 2020 - Present

*Infinity Ward, Woodland Hills, California*

- Create automation tools that optimize QA tasks (save testers 30 mins of time daily).
- Administer and design test plans for Integration team consumption.
- Manage code and asset integrations across multiple branches and different projects.

### Software Test Engineer, SDET

Nov. 2018 - May 2020

*Magic Leap, Plantation, Florida*

- Worked across multiple disciplines to develop sample apps and experiences using the Magic Leap SDK to provide end-user testing of APIs and libraries.
- Built, documented, and maintained test apps to continually prove the effectiveness and quality of the Magic Leap SDK's integration into Unreal.
- Led Agile planning of software requirements to be tested in upcoming sprints.

### Technical Designer

June 2017 - Oct. 2018

*ImmersiveTouch Inc., Chicago, Illinois*

- Responsible for design and development 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 included in software suite.

### Freelance Creative Technologist

June 2018 - Nov. 2018

*Upwork, Remote Location*

- Designed, developed, and 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.
- Refined architecture, reliability, user interface, and game mechanics for projects being developed by clients.

### Game Interaction Design Intern

Summer 2016

*NetEase Games, Guangzhou, China*

- Created user interface solutions, workflows, wireframes, and prototypes to 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

### Onmyoji (阴阳师), NetEase Games

Summer 2016

- Most profitable mobile game in China, 6th worldwide.
- Redesigned game UX for the monster summoning system.

### Fortnite, Epic Games

Summer 2015

- Won multiple game awards and is still in active development.
- Worked with game designers to balance gameplay mechanics.