



Anthony D. Zalar

Game Design and Development

Contact

- (440)725-2372
- zalaranthony@gmail.com
- anthonyzalar.paperplane.io

Software Skills

Unity	Atlassian JIRA
Unreal Engine 4	Axure
InVision	Audition
Perforce	Audacity
Premiere Pro	Photoshop
After Effects	Autodesk Maya

Programming

C#	C++
HTML/CSS	JavaScript
Java	

Education

Rochester Institute of Technology,
Rochester, New York

Masters of Science:
Game Design & Development
GPA: 4.0/4.0

Bachelors of Science:
Game Design & Development
GPA: 3.8/4.0

Minors:
Japanese Language & Culture
Music & Technology

Honors

- Honors College
- Dean's List
- Interactive Games and Media (IGM) Student Ambassador
- IGM Graduate Class Delegate
- IGM Tour Guide
- IGM Honors Representative
- National Society of Leadership and Success
- Japanese Culture Association

Professional Experience

Technical Designer Summer 2017
ImmersiveTouch Inc., Chicago, Illinois

- Design interactions for virtual reality and haptic simulation software.
- Use Adobe Suite to create videos, images, and other marketing content for products.
- Collaborate with and manage production process for team in international office.
- Maintain, document, and test quality of Unity project builds.

Game Interaction Design Intern Summer 2016
Netease Games, Guangzhou, China

- Created user interface solutions, work flows, 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

- Fixed bugs and investigated issues within the Unreal Engine 4 (UE4) documentation.
- Created game content to help educate and train new UE4 developers and licensees.
- Implemented user feedback for interaction with the UE4 documentation.

Teaching Assistant Fall 2014
Rochester Institute of Technology, Rochester, New York

- Assisted and lectured with faculty members in class.
- Improved student problem solving through one on one tutoring.
- Helped students develop skills in interactive media such as web, mobile, and game development.

University of Paderborn, Paderborn Summer 2014
Paderborn, Germany

- Produced team projects for the European Game Industry.
- Networked with key members of the German Entertainment and Software Board (USK), German Trade Association of Interactive Software (BIU), and Game Studios to discuss the future of the video game industry.

Kanazawa Institute of Technology Summer 2014
Kanazawa, Japan

- Improved Japanese communication skills, increased understanding of Japanese culture, and society.
- Learned Japanese expressions useful in the fields of science and technology.

Projects

Gloom Box Spring 2017

- Mash up genres of music to solve puzzles.
- UI/UX Design, Producer, and Visual Coordinator.
- Won 3rd place winner of the RPI GameFest 2017.
- Developed 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 for battle system.