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

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

Programming

C#
HTML/CSS
Java
C++
JavaScript

Professional Experience

Technical Designer   June 2017 - Present
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.
- Lead user testing and integration of features into Unity 3D projects.
- Maintain, document, and uphold high quality standards for project builds.

Freelance Creative Technologist   June 2018 - Present
Upwork, Remote Location
- Create and publish mobile game concepts desired by clients.
- Advanced production pipeline for company's marketing videos and graphics.
- Test and provide feedback for technologies in development.

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
- Fixed bugs and investigated issues within the Unreal Engine 4 (UE4) documentation.
- Trained new UE4 developers and licensees through creating content.
- Improved UX interactions with the UE4 documentation.

Teaching Assistant   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.
- Helped students develop skills in interactive media including web, mobile, and game development.

University of Paderborn   Summer 2014
Paderborn, Germany
- Produced team projects to be presented to 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 conversation and communication skills
- Increased understanding of Japanese culture, and society.
- Learned and presented on Japanese expressions useful in the fields of science and technology.