Anthony D. Zalar

AR / XR / VR Engineer

Contact

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Software Skills

Unreal Engine
Unity
Photoshop
Premiere Pro
After Effects
Maya
JIRA
GitHub
Gen AI
Perforce
Test Rail
MS Office

Programming

C#
HTML/CSS
Python
C++
Java
JavaScript

Certifications

Project Management Professional (PMP) - 2024

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

Innovative Game Developer with over seven years of expertise in VR, AR, XR, and Game industries. Proficient in User Experience (UX), Automation, and Project Management. Known for contributions to high-profile franchises like *Call of Duty*, *Onmyoji (阴阳师)*, and *Fortnite*. Skilled in leading cross-functional teams to deliver creative projects using proprietary tools, Unity, and Unreal Engine 4 (UE4).

Professional Experience

Senior Game Developer Engineer / Technical Demo Lead   2021 - Present
SAIC, Remote

- Facilitate integration of VR/AR/XR applications with government datasets for clients.
- Enhance code architecture, reliability, user interface, and optimization of simulation mechanics for various projects.
- Spearhead planning and execution of interactive demos for tradeshows; leveraging cutting-edge technologies to captivate clients.
- Lead presentation of immersive technologies for high-profile events like National Space Symposium, AFA Warfare Symposium, I/ITSEC, and AMOS.

Senior Integration Technician   2020 - 2021
Infinity Ward, Woodland Hills, California

- Developed automated workflows, reducing QA task time by an hour daily, and implemented new testing protocols.
- Established and actively managed new testing protocols for the Integration team.
- Managed 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, ensuring effective sprint deliveries.
- Reduced time required for daily testing of the Magic Leap SDK by automating test cases 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.
- Optimized performance of simulation applications to run seamlessly on VR and XR headsets: Oculus, Vive, Windows Mixed Reality.

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.