

# ZACH VANDERPLOEG

GAME DESIGN

Lansing, Michigan

## OBJECTIVE

Entry-level Game Designer seeking to contribute to gameplay, level design, and player experience through thoughtful design, iteration, and collaboration.

## PROJECTS

### STUDENT VR GAME PROJECTS

Fall 2025

Over the course of 3 months, I helped design and program for 3 different VR experiences in Unity. I designed core gameplay mechanics that focused on engaging players. I created and helped create level designs and layouts. I designed and programmed core gameplay loops.

### STUDENT CREATED EDUCATIONAL GAME

Spring 2025

Designed a game in Unity with the goal of teaching middle and high school age students the basics of coding language. Design and programmed gameplay systems and created a fun interactive gameplay loop. Created character and UI designs for the game.

### LANGUAGE LEARNING GAME EXPERIENCE

Currently in progress

Collaborating in designing a game and experience for users to help learn new languages. Designing and creating modular levels to represent different countries and their cultures. Collaborating to create scripts for episodic levels. Helping with designing and programming systems and gameplay loops.

## CONTACT

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<https://vand1086.github.io/site/>

## ABOUT ME

I am passionate about designing and creating fun and interactive experiences. I want to bring enjoyable times that I was able to experience playing games growing up.

## EDUCATION

### MICHIGAN STATE UNIVERSITY, 2022-2026

Bachelors in Games and Interactive Media, focus Game Design.  
Information Technology and Information Technology Management Minors

## SKILLS

Unity  
Level Design  
Narrative  
C++(basic familiarity)  
Unity VR(introductory experience)  
Rudimentary Webdesign