

# ZACHARY SHEPHERD

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## TITLES SHIPPED

**Uncharted 4: A Thief's End** | QA  
**Wordplay** | Design, Art

## SKILLS

**Programming Languages** | C#, Python  
**Software** | Maya, Unity, Perforce, DevTrack

## EMPLOYMENT HISTORY

**Design Support** | *Naughty Dog* | **Santa Monica, CA** June 2015 – Present

- Designed and implemented enemy NPC encounters for Uncharted 4 Co-Op prototypes
- Placed navmesh and other AI navigation systems throughout U4 Single Player and Multiplayer
- Scripted camera position limitations to fix camera level escapes using Photo Mode
- Scripted appropriate categories for scene actors to hide via Photo Mode “Hide Characters” function
- Created tutorials for new Designers to easily adapt to our proprietary tools and practices
- Wrote a comprehensive guide for Designers unfamiliar with Maya so they can easily prototype levels

**Quality Assurance Analyst** | *Naughty Dog* | **Santa Monica, CA** November 2014 – Present

- Provided detailed design analysis reports for Uncharted 4 Focus Tests
- Lead Tester on two Uncharted 4 levels, designed test cases and helped maintain level stability
- Coordinated Level Visibility builds between the Art, QA, and Prog. departments in order to fix bugs
- Liaised between the QA and Programming Departments to resolve crashes efficiently

**Electrical Engineer Intern** | *EN Engineering* | **Glen Burnie, MD** May 2012 – August 2013

- Managed projects from start to finish through design, budgeting, and employee management
- Assessed errors in BGE’s electrical distribution network to provide the optimal solution
- Checked designs and drawings for quality assurance according to public and private standards
- Coordinated between multiple teams regarding multiple projects during any given day

## EDUCATION

**Bachelor of Science, Electrical Engineering** | *Lehigh University* | **Bethlehem, PA** May 2014

- Received Joseph C. Gabuzda Memorial Prize in Electrical Engineering
- Specialized in the Computer Science track of Electrical Engineering
- Related Courses: Digital System Design, Calculus III, Complex Variables