




Zack Bryan

Level Designer • Gameplay Scripter

 (250) 889-3175

 <https://zackbryan-leveldesigner.com>

 Bryan.c.zack@gmail.com

ABOUT ME

- Over 1 year of level building for an action shooter throughout a full development cycle (paper to product).
- Versatile level designer, with a focus on building third person action experiences.
- Extensive understanding of visual scripting in Unreal Engine 4.
- Excellent sense of 3D game space and gameplay flow.
- Detail oriented individual with experience in writing Design Documentation for action oriented levels.

WORK EXPERIENCE

Akimbo Creations: ARC CONTINUUM - Third Person Action Sci Fi Shooter

Internship - October 2015 - December 2015

Full Time - January 2016 - May 2017

Level Designer

- Created 3 full single player and multiplayer levels that focused on action oriented gameplay and close quarter enemy encounters.
- Built level grey blocks within the Unreal Engine, based on the design documentation, with the feed back of artists and programmers.
- Scripted, tested, tuned and polished action level encounters using the Unreal blueprint system.
- Ensured the highest quality within an aggressive timeline by creating dynamic blueprints which allowed for quick iteration and polish.
- Created, maintained and communicated the single player and multiplayer design documentation for the levels of Arc Continuum.
- Contributed to the creation of the art pipeline which streamlined the creation and integration of assets into the levels.
- Collaborated with the engineers to create complex action and puzzle experiences through blueprint and C++ code.
- Resolved complex gameplay bugs or crashes with Blueprint or with programmers.

Game Designer

- Developed the design documentation for Arc Continuum's camera system.
- Significant contributor to the design and iteration of the core systems and mechanics in Arc Continuum.
- Part of team in major design decisions that would influence the direction of Arc Continuum.
- Took part in the development of the design for the User Interface within Arc Continuum.

SKILLS

Professional Skills

- Unreal Engine 4
- Unity
- C#
- Photoshop
- Adobe Illustrator
- MicroSoft Office

Personal Skills

- Communication
- Teamwork
- Dedication
- Self motivated
- Self learning

PERSONAL PROJECTS

Blank Feed: First Person Stealth Horror, built in UE4

- Team project where I collaborated with other game designers, sound designers, programmers, modelers, and animators.
- Designed the entirety of the level experience.
- Created, tweaked and tuned all Blueprint level events.
- Designed top-down level layout.
- Built AI prototype (behavior tree and task integration).
- Created Matinee sequences for intense moments.
- Tuned and balanced gameplay for better player feedback.
- Created surveys, conducted playtests and iterated on feedback.

Last Light: First Person Stealth Horror, built in UE4

- Solo game project.
- Designed and built all game mechanics.
- Designed top-down level layout.
- Built level grey block and prototype.
- Built AI behavior (behavior tree and task integration).
- Created Matinee sequences for intense moments.
- Tuned and balanced player and AI inputs to improve player feedback.
- Created surveys, conducted playtests and iterated on feedback.

EDUCATION

Art Institute of Vancouver

Diploma of Game Arts and Design - 2015