Zack Schwartz

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Game Designer • Writer • Storyteller • World Builder • Character Developer • Tech Enthusiast • Producer • UI Designer • Level Designer • Leader • Vision-Keeper • QA Engineer • Teacher • Communicologist

Education

Rensselaer
Polytechnic Institute

B.S., Games and Simulation
Concentration: *Narrative Design*
May, 2020

B.S., Communication
May, 2020

Skills

Interpersonal & Professional
- Written Communication
- Verbal Communication
- Time Management
- Organization
- Teamwork
- Self-Directed

Game Engines
- Unity
- Unreal Engine
- Godot
- Construct
- Gamemaker
- Twine

3D Modeling Animation
- Blender
- Autodesk Suite
- Substance Painter
- BlockBench

Productivity Tools
- Adobe Suite
- Canva
- Corel Studio
- Slack

Project Management
- Git
- Plastic SCM

Audio Tools
- Audacity
- FL Studio

Programming Tools
- Visual Studio
- JavaScript
- CSS
- HTML
- C++
- C#
- Python
- Java
- Lua

Experience

GAMEU®

Game Design Instructor
May 2021—Present
- Led individuals as well as small groups in game design
- Primarily worked all aged special needs students

Game Designer
May 2021—Present
- Managed creation and documentation for both student and corporate game projects
- Devised digital and physical prototypes for proof of concept of game mechanics and systems

Software Developer
January 2022—March 2024
- Developed gamified tools to further define and reinforce company identity and ideals.
- Created full-stack system for question and response management and data storage

EPIC / FORTNITE

Narrative/Game Designer
January—June 2019
- Generated game design and narrative framework for Fortnite: Battle Royale [under strict NDA exp. June 2022]
- Contributed to the transition narrative from Chapter One to Chapter Two
- Proposed location concepts and names to be used in future Chapters/Seasons
- Collaborated with affiliates at Epic Games to ensure ideas were inline with project vision

CRISIS: 1914

Quality Assurance Technician
December 2019—June 2020
- Extensive and comprehensive play testing
- Documentation of feedback
- Proposed fine-tuning aid to game balance
- Collaboration on improvements

Professional Recognition

2019 E3 Finalist: *Grave Shadows*
Los Angeles, CA

2019 GDC Showcase: *Navigating Rensselaer and Beyond*
San Francisco, CA

2020 GDC Showcase: *Under The Moon, The Cat Scratches*
*Event Cancelled