

Zac Emerzian

Technical Designer

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<http://zacemerzian.wixsite.com/portfolio>

An organized and self motivated engineer and designer who is passionate about exciting players with well designed experiences and building custom development tools to empower the team. Nearly a decade of experience fostering communication and creative problem solving in highly interdisciplinary teams.

WORK EXPERIENCE

Technical Designer — Ronday Technologies, Inc.

A 3D social connection platform; Zoom meets an MMO.

March 2021 –
July 2023

- Collaborated with engineering leads to build custom spatial audio level design tools and implemented them alongside level collision
- Scripted behaviors across Unity and our React web layer
- Built games, features, interactive elements, tools, and UI
- Wrote design and technical documentation

Lecturer — UC Santa Cruz

Three courses in the Games and Playable Media program.

March 2021 –
Present

- Live coding for hands-on experience in 6 game engines
- Taught project-based game programming fundamentals

COMMERCIAL PROJECTS

Solo Game Developer — Side by Size

A top-down puzzle game where your health changes the level.

June 2021 –
September 2023

- Built easy-to-use level design tools to facilitate the creation of 125 levels and a dozen unique puzzle elements
- Programmed a robust node-based branching world map

Level Designer, UI Designer — Beware of the Blob

A 3rd-person puzzle stealth crafting game. Team of 5.

September 2019
– May 2020

- Crafted level design tools and workflow for rapid iteration
- Designed and implemented level layouts and puzzles
- Drafted, implemented, tested, and iterated on in-game user interfaces, menu layouts, and iconography

EDUCATION

Games and Playable Media — M.S.

University of California, Santa Cruz

March 2020

Relevant coursework: level design, OOP, prototyping, playtesting, production, system design

Double Major in Mathematics and History — B.A.

California State University, Fresno

May 2018

Relevant coursework: abstract math and world history.

President's Scholar in the Smittcamp Family Honors College.

Programming Languages

C# ★★★★★

C++ ★★★★★☆

Lua ★★★★★

Java ★★★★★☆

JavaScript ★★★★★☆

Python ★★★★★

HTML/CSS ★★★☆☆

Software

Unity ★★★★★

Unreal ★★★★★☆

Game Maker ★★★★★

Confluence ★★★★★

Jira ★★★★★☆

GitHub ★★★★★☆

Photoshop ★★★★★☆

Maya ★★★☆☆

Blender ★★★★★☆

Wwise ★★★★★☆

Other Interests

- Swing dancing
- Improvisational comedy
- Competitive Pokémon

References available
upon request.