

Zac Emerzian

Game Designer

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WORK EXPERIENCE

Ronday — Technical Designer

A 3D virtual presence application. Team of ~25.

- Collaborated with audio engineers to create custom spatialized audio level design tools
- Programmed interactive level elements and UI
- Built and iterated on audio and collision environments
- Wrote design and technical design documentation

March 2021 – Present

PROJECTS

Joint Temporal Custody — Solo game development

A puzzle platformer where the controls are shared with time.

- Designed 60 levels (30 for the jam version)
- Designed, implemented, and tuned the time-based input system for maximum readability
- Programmed a robust 2D character controller

July 2020

Beware of the Blob — Level Designer, UI Designer

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

- Designed and implemented level layouts and puzzles
- Designed, implemented, and tested user interfaces
- Built level design tools for rapid iteration
- Scheduled daily standups and scrum planning

September 2019 – May 2020

Origami — Level Designer and Environment Artist

A co-op puzzle platformer in an origami world. Team of 3.

- Designed and implemented 16 levels that teach communication and cooperative problem solving
- Collaborated with teammates on stop motion character animations and origami environment art

April 2019

EDUCATION

Games and Playable Media — M.S.

University of California Santa Cruz:

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

March 2020

Double Major in Mathematics and History — B.A.

California State University, Fresno:

Relevant coursework: abstract math and world history.

President's Scholar in the Smittcamp Family Honors College.

May 2018

Programming Languages

C++	★★★★☆
C#	★★★★★
Lua	★★★★☆
Java	★★★★☆
JavaScript	★★★☆☆
Python	★★★★★
HTML/CSS	★★☆☆☆

Game Engines and Tools

Unity	★★★★★
Unreal	★★★★☆
Game Maker	★★★★★
Confluence	★★★★★
Jira	★★★★☆
Photoshop	★★★★☆
Maya	★★★☆☆
Blender	★★★★☆
Wwise	★★★★☆

Other Interests

- Swing dancing
- Improvisational comedy
- Competitive Pokémon

References available upon request.