Jack Zackowitz

Cell phone: 240-565-1972

Email: jzacko20@gmail.com

Experience:

Start:Code (Computer classes) | 2015 - Present
Instructor, and Director
Instructed children ages 12 - 16 on game development and programming with Game Maker: Studio and GML in afterschool sessions. Wrote curriculum and led summer camp sessions.

Paranormal Puzzle League (Game) (unreleased) | 2016
Game Developer
Implemented features based on designer's specifications. Documented solutions to ambiguous and/or broken specifications. Formatted and imported art assets into game. Designed UX. Fixed bugs.

Trial of Bones (Game)
Game Designer & Developer | 2014
Designed game UX, story, and art. Created and formatted all in-game art. Wrote game program and scripts. Wrote promotional copy and designed Google Play store page.

The Incredible Corpse (unreleased) | Eyes Wide Games 2013
Game Designer & Technical Artist
Wrote Game design documents. Assembled Game pitch presentations. Designed and constructed levels.Formatted and imported art assets into game. Optimized content creation pipeline.

The Walking Dead Social game | Eyes Wide Games 2012 - 2013
Game Designer & Technical Artist
Designed and constructed levels. Balanced and tuned key gameplay values. Formatted and imported art assets into game.

The Walking Dead Social game "Unlimited Dead" mode | Eyes Wide Games 2012
Game Designer & Technical Artist
Designed levels and encounters to be used in a small format game.

Top Gear Speed World | Eyes Wide Games 2012-2013
Game Designer
Designed and constructed levels. Balanced and tuned key gameplay values. Led quality assurance.

Education:

Savannah College of Art and Design: Atlanta
BFA Interactive Design and Game development, 2011

Design skills:

- Paper and digital prototyping
- Level design
- Game design specification
- Adobe Photoshop & Illustrator
- Skeletal animation
- 3D modeling
- Spreadsheet data design
- Copywriting
- User Interface and Experience design

Technical skills:

- Game Maker: Studio, GML
- C#, Visual Studio
- Unity
- Adobe Photoshop & Illustrator
- Flash, Actionscript 3.0
- Maya, Blender
- Microsoft office
- Source control
- Spriter