Zach Dobroff

Technical Designer

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SKILLS

|  |  |  |  |
| --- | --- | --- | --- |
| Level Editors: | Scripting: | Programming languages: | Misc: |
| * Hammer
 | * Source
 | * C/C++
 | * Level Design Document
 |
| * UDK/Unreal 3 & 4
 | * Kismet
 | * C#/XNA
 | * Perforce
 |
| * Creation Kit
 | * UnrealScript
 | * Java
 | * 3DS Max (2012)
 |
| * Unity
 | * Papyrus
 | * Python
 | * Adobe Photoshop 5
 |
| * CryEngine 3
 | * Flow Graph
 | * Lua
 | * Microsoft Office
 |

LEVELS

Starflight *Half-Life 2: Episode 2* 2 Months

**Sole Developer** Hammer

* Use default entities and brushes to create an experience similar to StarFox 64

Pac-Mania *Unreal Tournament 3* 2 Months

**Sole Developer** Unreal Editor 3

* Create unique Capture the Flag gameplay based around a moving flag
* Model Pac-Man ghosts in 3DS Max

Evolution *Gears of War* 2 Months

**Sole Developer** Unreal Editor 2.8

* Create unique single player mechanic based on changing character classes
* Create new UI scheme with the Unreal UI tools

Hammer Mountain *The Elder Scrolls V: Skyrim* 2 Months

**Sole Developer** Creation Kit

* Design and implement target puzzles
* Script custom boss fight
* Write and implement a unique quest

TEAM GAME PROJECTS

*Lucid Dreams* UDK 2 Months

**Level Designer** 3D First-Person Puzzle PlatformerTeam of 12 Developers

* Work with small "strike team" to rapidly design and construct the final level: Fly Me To The Moon
* Gameplay scripting
* Particle creation
* End game cinematic

*Jungle Thunder* UDK 3 Months

**Level Designer** 3D First-Person ShooterTeam of 6 Developers

* Design Capture the Flag level in UDK
* Create environmental and weapon-related particles in Cascade
* Design class system
* Design abilities for class system

*Charlie Sheen’s F’ed Up Adventure* XNA Platformer Starter Kit 4 Months

**Programmer/Level Designer** 2D Side-scrolling PlatformerTeam of 6 Developers

* Build platformer engine from basic XNA framework
* Program scrolling camera
* Program enemy classes
* Overhaul basic player class to have more features (running, shooting, power-ups, etc.)
* Overhaul level loader to play larger levels with more items
* Minor collision updates
* Placement of power-ups

*EnviroWars* Custom Engine 2 Months

**Programmer/Level Designer** 2D Real-Time Strategy GameTeam of 3 Developers

* Overhaul platformer engine to properly play a Real-Time-Strategy Game
* Design 3 levels
* Program input and collision for multiple movable objects
* Program simple AI pathing
* Program enemy classes

EDUCATION

The Guildhall at Southern Methodist University Dallas, Texas

Dec. 2013

Master of Interactive Technology,

Specialization in Level Design

State University of New York at Stony Brook Stony Brook, New York

May 2011

Bachelor of Science, Computer Science