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 Platformer   Team 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 Shooter   Team 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 Platformer　　　　Team 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 Game　　　　Team 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