



ZACK PULLEN

GAME/LEVEL DESIGNER

CONTACT

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Portfolio: www.zackpullen.com

PERSONAL PROFILE

I am a game/level designer with experience in designing mechanics, constructing levels from prototyping to completion, and narrative design. I am proficient in Unity3D and Unreal Engine 4 as well as GitHub and bug tracking software such as Jira and Trello. I am always looking to learn more and seek out feedback and critiques to better myself as a designer.

RELEVANT SKILLS

- Level Design
- Encounter Design
- Mechanics/System Design
- Blueprint Scripting
- Animation Blueprints
- Bug Tracking/Fixing
- Running/Executing QA Tests
- Agile Methodology
- Deadline Oriented
- Highly Detailed
- Able to preserve the big picture while focusing on the small details
- Problem Solving
- Basic Conversational French
- Strong Communication, both written and verbal

SOFTWARE

- Unity 3D (5+ years)
- Unreal Engine 4 (2+ years)
- GitHub (3+ years)
- Jira/Trello (3+ years)
- Adobe Creative Suite
- Microsoft Office Suite

WORK EXPERIENCE

Game Designer

THIRD PIE STUDIOS - UE4 | JUN 2021 - PRESENT

- Design all mechanics and systems for Ages of Cataria
- Maintain integrity of the Creative Director's vision
- Fine tune and balance all systems
- Construct and maintain all design specs, including the GDD
- Program mechanics and system prototypes using blueprints
- Collaborate across disciplines to ensure a cohesive design language

Lead Level Designer/Creative Director

LINGERING LEGACY - UNITY3D | AUG 2019 - OCT 2021

(PUBLISHED AUG 15, 2021)

- Construct full levels from paper prototyping to completion
- Populate levels to give them a sense of life and history
- Update levels as needed to match changes in the game's direction
- Work with my team to revamp core movement/combat systems
- Redesigned and maintained the vision of a preexisting project
- Aid other team members with problems/tasks

Level Designer/Lead Designer

SLEEPING ROUGE - UNITY3D | DEC 2018 - MAY 2019

- Built full tutorial level, including sequencing
- Built hidden areas designed as challenges for the player
- Designed and fleshed out mechanic the game revolved around
- Wrote the narrative

Assistant Project Manager (Part Time)

THE EUGENE STEINBERG COMPANY | MAY 2017 - PRESENT

- Assist with Accounts Receivable, Accounts Payable, weekly payroll, bank recs, journal entries, etc.
- Accurately perform various forms of data entry
- Answer phones and manage other administrative duties
- Handle deliveries to job sites

EDUCATION

Bradley University - Video Game Design Major

BACHELOR OF SCIENCE | AUG 2016 - MAY 2020

- Minor in Creative Writing
- Lead Level Designer and Creative Director of Lingering Legacy
- Coursework in game design, production, and testing
- Worked as an RA from my sophomore year until I graduated