

ZACK LAWRENCE

ZackRLawrence.com

in/ZackRLawrence



TECHNICAL GAME DESIGNER

ZackRLawrence@gmail.com

EDUCATION

UNIVERSITY OF CALIFORNIA, SANTA CRUZ January 2016 to June 2019;

BS Computer Science: Computer Game Design

TECHNICAL SKILLS

Designer: Unreal Engine, Unity, Blender, Illustrator, Jira, Notion, Sheets, Miro

Engineer: C++, UE Blueprints, C#, Javascript, Lisp, Python, Assembly, HLSL

Bonus: VFX, Sound Design, Foley, InDesign, Photoshop, and I can cook!

RELEVANT EXPERIENCE



RIOT GAMES

Apr 2022 to Mar 2024;

Technical Game Designer in *Unreal Engine 5* for a multiplayer action game at Riot Games in Los Angeles.

- Designed and implemented large content pieces including levels, modes, weapons, and systems.
- Serial implementer and tech support for 3D/VFX/SFX/Tech Artists, Animators, and other designers.
- Led team of 12, including 3 leads, on a successful innovation project for an experimental mode.
- Wrote GDDs defining goals for content, systems, power progression, curated lobbies, game pivot.
- Created tools, libraries, and systems in C++ and Blueprint to streamline IC workflows.
- Identified & implemented many low-level fixes & optimizations to game physics, collision, combat.

PlayStation

Mar 2020 to Apr 2022;

Technical Game Designer in a *proprietary engine* for **The Last of Us: Part I** at PlayStation Visual Arts.

- Owner, scripter, producer of "Left Behind" segment with over 2 hours of curated playtime.
- Gave direction and support to animators, 3D artists, FX artists, programmers, QA, and others.
- Focused on polish in game feel, AI behavior, visual language, animation blends, camera work, etc.
- Implemented accessibility features, ladder placement, brick master mini-game, etc.

Gameplay Programmer in *Unreal Engine 4* for an online PVP/PVE game at PlayStation's San Diego Studio.

- Worked on 3D combat, online multiplayer, UI/UX, VFX, SFX, AI enemies, libraries, level tooling, etc.
- Ideated and implemented weapon systems, loot system, ping/POI system, persistent inventory.
- Provided Level Designer with traversal mechanics, hazards, interactables, progression hooks, etc.
- Acted as principal sound designer and technical implementer. Created all of our SFX.

HOLYSMOKE LLC

Jul 2019 to May 2020;

Gameplay Programmer in *Unreal Engine 4* for a start-up made up of industry veterans; Holysmoke.

- Designed and implemented respawn system, weapon system, various weapons, and a level.
- Overhauled player movement system, skydiving, camera system, player aim, auto aim, and tooling.

WACKTORY

Nov 2018 to Sep 2019;

<https://www.Wacktory.com/>



Grand Prize
UCSC Games
Showcase 2019



Design Innovation Top 3
UCSC Games
Showcase 2019



Peer Choice Top 3
UCSC Games
Showcase 2019

Game Designer and Programmer in *Unity* for cooperative game uniting Virtual Reality and traditional play.

- Designed Couch Player, levels, "boxing" machine, slingshot, crate crank, malfunction system, etc.
- Worked with artists to create art style. Wrote in-game dialogue. Recruited/coached Voice Actor.