

# ZACK LAWRENCE



## GAME DESIGNER

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## EDUCATION

**UNIVERSITY OF CALIFORNIA, SANTA CRUZ** January 2016 to June 2019;  
BS Computer Science: Computer Game Design

## TECHNICAL SKILLS

**Confident:** C++, Unreal Engine, C#, Unity, Blueprint (Unreal), Lisp, P4V, Git  
**Proficient:** Python, Java, C, Illustrator, Photoshop, REAPER, Substance  
**Bonus:** Texture Design, Foley, Sound Engineering, Fighting Games

## RELEVANT EXPERIENCE



### RIOT GAMES

Spring 2022 to Winter 2024;

**Technical Game Designer** 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 exhaustive design docs on content, power progression, curated lobbies, and game pivots.
- Created tools, libraries and systems with engineering to streamline IC workflows.
- Identified & implemented many low-level fixes & optimizations to game physics, collision, combat.

### PlayStation

Winter 2020 to Spring 2022;

**Technical Game Designer** for **The Last of Us: Part I** at PlayStation Visual Arts in San Diego.

- Owner, scripter, producer of "Left Behind" segment with over 2 hours of curated playtime.
- Work for, work with, give direction to animators, 3D artists, FX artists, programmers, QA, and others.
- Focus on polish in game feel, AI behavior, visual language, animation blends, camera work, etc.
- Make/Implement per-level accessibility features, systems, mini-games, etc. in a proprietary engine.

**Gameplay Programmer** for an unreleased online multiplayer action game at PlayStation's San Diego Studio.

- Worked closely with Lead Designer in ideating and implementing weapons and systems.
- Worked closely with Level Designer on in-world mechanics, propping and interactions.
- Created design documents for levels, weapons, and systems. Designed and implemented UI.
- Acted as principal sound designer and technical implementer. Created numerous SFX.

### HOLYSMOKE LLC

Summer 2019 to Spring 2020; //First professional experience out of college

**Gameplay Programmer** for a start-up made up of industry veterans; Holysmoke.

- Pitched and actualized many pivotal mechanics and simple overhauls to longstanding systems.
- Imparted my design philosophy on game industry art veterans who were new to the design space.

### WACKTORY

Fall 2018 to Fall 2019;



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

**Programmer and Game Designer** 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.