

ZACK LAWRENCE



GAME DESIGNER

ZackRLawrence.com • in/ZackRLawrence • (661) 993 - 7288 • ZackRLawrence@gmail.com

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

PlayStation Winter 2020 to Present;

Technical Game Designer for a third person action adventure game at PlayStation Visual Arts in San Diego.

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

Gameplay Programmer for an online multiplayer action game from PlayStation's San Diego Studio.

- Worked closely with Lead Designer in 1-on-1 breakouts regarding numerous game systems.
- Worked closely with team members in design discussions and surveys to flesh out concepts.
- Collaborated regularly with Level Designer on in-world mechanics, propping and interactions.
- Created mock-ups and design documents for UI, mechanics, and level changes.
- Designed and implemented iconography for clearly communicating information to players.
- 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; Grand Prize UCSC Games Showcase 2019 Design Innovation Top 3 UCSC Games Showcase 2019 Peer Choice Top 3 UCSC Games Showcase 2019

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

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

- Had full ownership of "couch player" design. Used this to push us toward emulation of Overcooked.
- Pioneered many large design choices and pivots (e.g. "boxing" machine, slingshot, crate crank, etc.)
- Designed levels, color schemes, textures. Closely worked with artists to create and uphold art style.
- Wrote in-game dialogue and promotional material. Brought on and coached a voice actor.

GOOEY CASTLE Fall 2019; //GMTK Game Jam Entry Over 1500 Downloads!

<https://www.ZackRLawrence.com/gooeycastle>

Programmer, Sound and Game Designer for co-op game where only one player may play at a time.

- Recorded, edited, implemented and balanced all sounds for the game for important cues in play.
- Iterated on concept. Enforced KISS. Concepted castle defense, meteors, fire, water spout, etc.