

ZACK LAWRENCE

ZackRLawrence.com

in/ZackRLawrence

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GAME DESIGNER

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 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 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.
- 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.
- Made/Implemented 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.

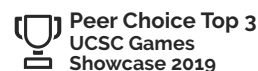
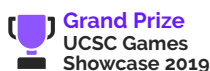
HOLYSMOKE LLC Jul 2019 to May 2020;

Gameplay Programmer 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/>



Game Designer and Programmer 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.