

# Zachary Neiheiser- Game Designer

<http://www.linkedin.com/in/zacharyneiheiser>

Mullica Hill, New Jersey, USA

[znnngamedesign.com](http://znnngamedesign.com) | (856) 885-1146 | [znnngamedesign@gmail.com](mailto:znnngamedesign@gmail.com)

---

## Skills

- Technology Skills
  - Unity, GameMaker Studio 2, Adobe Photoshop, Illustrator, and Premier, Microsoft Visual Studio, Redmine, GIT, Microsoft Office Suite, Google Suite, Celtx, Fungus, Twine
- Soft Skills
  - Great written and oral communication of ideas/concepts, works well in individual and team environments, great leadership skills, able to work in cross-disciplinary teams, effective time management skills, understands importance of thorough research
- Hobbies & Interests
  - Singing (member of the [Philadelphia Boys Choir](#) for two years), playing video games

## Education

Champlain College, Burlington, Vermont, USA

Class of May 2021

Bachelor of Science Degree in Game Design with a focus in Narrative Design

- Relevant Coursework: Game Studio III, Interactive Narrative II, Game Development Capstone, Level Design II, Game Systems & Experience Design, Applied Ludology, Game Tech II, Screenwriting I, Intro 3D Modeling and Texturing, Intro to Filmmaking
- 6 Years of French Classes (up to AP Level)
- 3.457 GPA
- Studied abroad in Montreal Fall 2019
- Champlain College See-Say-Do Sexual Violence Advisory Board Member 2017-2018
  - Work to make sure laws regarding acts of sexual violence are maintained and followed

## Game Projects

[This Halloween Knight](#)

September 2019 – Present

*Lead Designer*

Team Size: 5

- A turn-based RPG in which characters transform based on equipped Halloween costumes
- Wrote gameplay and narrative documentation, including dialogue scripts and level designs
- Conducted interviews and worked with references to properly portray different identities
- Created approximately 8-9 hours worth of gameplay so far, including 6 dungeons and 48 costumes

---

[Junkpunk Arena | Eggs with Legs](#)

December 2020 – June 2021

*Narrative Designer*

Team Size: 13

- An arena-based combat game in which players fight against each other using robots they've built
- Wrote a thorough narrative bible including info on themes, tone, and detailed character bios
- Wrote dialogue interactions using Celtx
- Utilized a customized version of Fungus for Unity to implement the dialogue and cutscenes
- Recruited and worked with voice actors for the game's trailer
- [Available for free on Steam](#)