Zachary Neiheiser- Game Designer

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

South Burlington, Vermont, USA   znngamedesign.com | (856) 885-1146 | znngamedesign@gmail.com

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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 2021 – 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
- Managed meetings as a lead on the project; oversaw other leads as the product owner
- Created approximately 8-9 hours of gameplay so far, including 6 dungeons and 62 costumes
- Free demo of the Prelude and Chapter 1 is available on Itch

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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 documentations including all dialogue interactions (scripted via 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