Zac Bogner

ZACB

Game Designer

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Objective

To build relationships and transform work ethics for a better foundation in leading game dev teams and making fun and great games. Humble to learn from new experiences and embrace many challenges through the process of game development both solely and having worked within various team dynamics

Education

M.F.A Game Design, Laguna College of Art and Design, Laguna, CA	**Feb 2018 - May 2020**
A.S. Game Programming, Norco Community College, Norco, CA	Feb 2016 - May 2018
A.S. Game Design, Norco Community College, Norco, CA	Feb 2014 - May 2016

Game Projects

***Catch My Tail**,* Laguna College of Art and Design, Laguna, CA — **Nov 2019 - Present**
Lead Level Designer/Scripter - PC / Itch.io
Lead level designer developing rapid prototyping methods with *ProBuilder* and world building tools. Additionally, implemented various gameplay programming logic using *Photon Engine* Multiplayer — Oct 2018 - Dec 2018

*Powered**,* Laguna College of Art and Design, Laguna, CA
Lead Designer - Card Game — Jan 2018 - Aug 2018
Designed a casual card game for car enthusiasts, played similarly to the game of *War*, developed within a six-week sprint

GetOutNow: Above and Beneath, Costa Mesa, CA
Lead Designer/Scripter - Android
Developed a casual physics puzzle game where players need to navigate out of each level

Experience

MAVTV Motorsports Network, Corona, CA — **Jan 2013- Present**
Media Management / Coordinator
Responsible for communicating feedback to my production team and to provide quality control of national television content received from various production companies

Lucas Oil Production Studios, Corona, CA — Sep 2012 - Dec 2013
Jr. Video Editor
Served as a Jr. Editor for Lucas Oil Production Studios; tasked to gather camera footage and edited footage to send to the senior production team to have aired on national television

Proficiencies

Game Design - Level Design - Game Design Documentation - Production - Self-Startup - Project Planning - Unity Game Engine - GitHub - Adobe XD - Premiere Pro - Avid - After Effects - Photoshop - Maya - C#