ZACK PULLEN

MID-LEVEL
GAME DESIGNER

CONTACT

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RELEVANT SKILLS

- Narrative Design
- Character Creation
- Branching Dialogue Writing
- Level Design
- Encounter Design
- Mechanics/System Design
- Blueprint Scripting
- Animation Blueprints
- Bug Tracking/Fixing
- Agile Methodology
- Deadline Oriented
- Highly Detailed
- Able to preserve the big picture while focusing on the small details
- Problem Solving
- Basic Conversational French
- Strong Communication, both written and verbal

SOFTWARE

- Unity 3D (5+ years)
- Unreal Engine 4/5 (4+ years)
- Lumberyard (1+ year)
- GitHub (3+ years)
- Jira/Confluence (4+ years)
- Adobe Creative Suite
- Microsoft Office Suite

EDUCATION

Bradley University - Video Game Design Major

BACHELOR OF SCIENCE | AUG 2016 - MAY 2020

- Minor in Creative Writing
- Lead Level Designer and Creative Director of Lingering Legacy
- Coursework in game design, production, and testing
- Worked as an RA from my sophomore year until I graduated

WORK EXPERIENCE

Narrative Designer

UNANNOUNCED ARPG | JUL 2024 - SEP 2024
Lost Boys Interactive

- Develop deep emergent narrative systems for randomized characters
- Create personality traits that allowed for new mechanics and enhanced character moments
- Craft areas that immersed the player within the unique personality of each randomly generated character
- Write dialogue and maintain detailed documentation

Narrative Designer

UNANNOUNCED SCI/FI RPG | JUN 2024 - JUL 2024
Lost Boys Interactive

- Use proprietary methods to design quests for an overworld hub
- Further develop existing characters while creating compelling new ones
- Work with level designers to ensure the player had reason to explore the entire hub world
- Injected meaningful gameplay into each part of the quests to enhance why the stories had to be told in a video game format

Quest Designer

NEW WORLD: AETERNUM | FEB 2023 - JUN 2024
Lost Boys Interactive

- Design/implement quests for the ROTAE expansion and Cutlass Keys Revamp
- Create compelling interactable objects that enhanced quests' stories
- Develop characters and write concise yet meaningful dialogue
- Write all POI descriptions for the Cutlass Keys Revamp
- Work with artists to ensure a cohesive vision for each quest
- Track and fix any bugs related to my quests

Game Designer

AGES OF CATARIA | JUN 2021 - FEB 2023
Third Pie Studios

- Design all mechanics and systems for Ages of Cataria
- Maintain integrity of the Creative Director's vision
- Fine tune and balance all systems
- Construct and maintain all design specs, including the GDD
- Program mechanics and system prototypes using blueprints
- Collaborate across disciplines to ensure a cohesive design language

Lead Level Designer/Creative Director

LINGERING LEGACY | AUG 2019 - OCT 2021
(**PUBLISHED** AUG 15, 2021)

- Construct full levels from paper prototyping to completion
- Populate levels to give them a sense of life and history
- Update levels as needed to match changes in the game's direction
- Work with my team to revamp core movement/combat systems
- Redesigned and maintained the vision of a preexisting project