Zachary Harland

TECHNICAL DESIGNER & GAME DESIGNER

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About Me

I am a Bachelor of Science Game Design Graduate from Full Sail University. My passion for game development started when I was 9 years old, I taught myself how to code in ActionScript.

Skills

• Unreal Engine	• ActionScript	• Multiplayer	• Kanban
• Unity	• Java	• Jira	• Player safety
• C#	• Agile Development	• Confluence	• Teamwork
• Blueprints	• Scrum	• Trello	• Communication

Experience

Tournamental | Game Designer | (Unreal Engine, Unreal Blueprints, Class project) | Sept. 2023-Oct. 2023.

- Proposed, documented, designed, and implemented unlock and stamina tile mechanics.
- Utilized Trello board for Agile Development tracking.
- Reverse-engineered and implemented a fellow students mechanic.

Pies In The Sky | Game Designer | (Unity Engine, C#, Self-employed.) | Aug. 2021-Jun. 2022

- Implemented PlayFab for the backend.
- Designed, implemented, & balanced, 2D side-scrolling system.
- Designed, implemented, & balanced, pie collection system.
- Implemented login system, registration system, & forgotten password system.
- Implemented cloud game saves.
- Implemented currency system.

Jacks Adventure | Technical Designer | (ActionScript, Adobe Air, Self-employed) | Jan. 2019- Mar. 2021.

- Integrated AI chat filter system.
- Integrated encrypted chat logs available to player safety staff.
- Implemented encryption on all data.
- Proposed and planned in-game events via design documents.
- Balanced and designed currency system.

Education

Full Sail University BSc | Game Design. | Jan. 2021-Jul. 2024.

Udemy | Unreal Engine Blueprints – The Ultimate Developer Course. | Jul 2023.

Linkedin | Unreal Engine: Game Terrain Techniques | Jan. 2024.