

Zachary Meldrum

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515.708.4288

TECHNICAL SKILLS

- Unity (Proficient)
- C# (Proficient)
- Unreal (Experienced)
- Photoshop (Experienced)
- C++ (Familiar)
- Visual Scripting (Familiar)

ACADEMIC PROJECTS

TEAM PROJECT

Aug - Nov 2020 Bo's Big Adventure

- SCOPE: Single-player puzzle platformer video game
- ROLE: UI/UX Designer and Producer
- WHAT/HOW:
 - Managed an 11-person team of diverse skill sets via virtual settings. Communicated concepts and progress with entire team through use of documentation, meetings, spreadsheets, discord and teams
 - Collaborated with artists and sound designer to design a medium fidelity main menu and pause menu wire frame to be added in at later date
 - Communicated with artists, programmers, and sound designer in order to schedule tasks and manage time to achieve our goals
- TOOLS: Unity, C#

SOLO PROJECTS

May - Aug 2021 PROJECT 1: Pave the Way

- SCOPE: Single-player puzzle game
- ROLE: Game Designer and Creator
- WHAT/HOW:
 - Worked to design an engaging single player randomized puzzle game with a focus on expression
 - Learned how to create custom unity windows in order to create useful tools to aid development
- TOOLS: Tabletop Simulator, Photoshop

Nov - Dec 2020 PROJECT 2: The Trolley Problem

- SCOPE: 4-player strategy board game
- ROLE: Game Designer and Creator
- WHAT/HOW:
 - Developed the focus of the game by iterating the core mechanics of the trolley to drive player engagement
 - Designed mechanics and roles of potential characters through five weeks of testing, iterating, and balancing, resulting in eight playable characters
 - Gathered data for iteration and improvement through weeks of play testing
- TOOLS: Tabletop Simulator, Photoshop, Tiled

EDUCATION

- Bachelor of Arts in Game Design
- DigiPen Institute of Technology Redmond, WA 98052
- Presidential Scholarship
- Graduation Date: May 2023