

# Zachary Meldrum

## Combat Designer

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### PROFESSIONAL EXPERIENCE

#### AI Design Intern, Midwinter Entertainment

January - April 2023

*Unannounced Project, Unreal 5*

- Prototyped decision-making and attacks for 3 enemies using proxy animations and effects
- Ensured clean enemy attack replication through collaboration with Engineers
- Designed 20 enemy attacks that present unique problems, constraints, and varied player solutions based on builds and environment
- Focused enemy design around lasting moments through spikes in intended emotions
- Maintained task list through close communication with design leadership
- Supported other disciplines iteration by creating interface-able AI control tools

### PROJECTS

#### Combat/Systems Designer

August 2022 - December 2023

*Lucky Limbo: Single-player 3D first person shooter deckbuilder roguelike, Unreal 5*

Academic, 5 Person Team

- Implemented and managed task list system for team to track task assignee and progress
- Ensured design team cooperation through documentation and setting goals
- Used design documentation to ensure clarity of vision and track decision reasoning
- Owned and implemented combat systems such as enemies, abilities, and player control
- Brought enemies from one-page concepts to implemented combat experiences

#### Combat Designer

August 2021 - April 2022

*Divergence: Single-player 3D third person shooter, Unreal 4*

Academic, 20 Person Team

- Increased team productivity on priority tasks by pushing task-based production schedule
- Collaborated with Art and Engineering to create a grand boss fight in the Hoplite
- Analyzed playtest feedback to ensure teammates could efficiently prioritize and iterate
- Collaborate with cross-functional team members to ensure consistency of information
- Assist in troubleshooting content bugs and issues

#### Designer and Creator

January - April 2020

*Slinging Swords: Single-player 2D top-down wave survival, Unity*

Academic, Solo

- Emphasized specific skill and ability mastery through enemy design
- Iterated on enemy attacks and AI based on playtester feedback
- Optimized and polished AI behaviors to create tense and exciting encounter
- Programmed core gameplay systems, mechanics, and enemy AI in Unity

### SKILLS

#### Game Engines

Unreal 4 & 5 | Unity  
| Custom Engine

#### Tools

Excel | Miro | Maya  
Microsoft Office |  
Jira | Perforce

#### Design Skills

Combat Design | Game Balance |  
Playtesting | Documentation |  
Ability Design | Enemy Design |  
Data Management

#### Languages

C# | Blueprints

### EDUCATION

Bachelor of Arts in Game Design  
DigiPen Institute of Technology

Graduated: April 2023