



Justin Zwack

Game & Level Designer

I'm a conceptual thinker and detailed designer, who uses his diverse knowledge and strong communication skills to clearly convey an idea and its most efficient execution.

Furthermore, I'm curious, eager to learn and really ambitious, especially about game development.

My dedication is designing gameplay experiences with innovative mechanics that support the core gameplay and its connected systems.

I'm currently pursuing studies in computer science and media with an emphasis on video game and software development.

I will finish my bachelor thesis until the end of this year. Therefore, I'm seeking opportunities to contribute my design skills in the industry after my graduation in 2019.

EDUCATION

2014 - 2018

HS Mittweida

University of Applied Sciences
Studying Media Informatics and
Interactive Entertainment (BSc)

2005 - 2013

Ostendorfer Gymnasium
Neumarkt i.d.OPf.

Abitur (German high school exam;
university entrance qualification)

EXPERIENCE

2017 - Current

Game and Level Designer at KING Art Games

Iron Harvest - a classic RTS with mechs

Part of the game and the level design team. Especially working on the final encounter for my bachelor thesis about boss design.

Unannounced game - complete pre-production

Designed different systems and worked on all 3 Cs.

Shipped level sections in different prototypes from a basic concept and block-out to the final polish.

2017 - 2018

Freelance Designer at bluebox interactive

Monster Menace Matthew - a retro dungeon crawler

Conceptualize gameplay systems and level layouts.

Focused on clear documentation and first rough gameplay and level prototypes.

2016 - 2017

Creative Director (Game and Level Lead) at HSMW

Koa Bunga - a 3D Blood Surfing Puzzle Platformer

Directing a team of over 60 students and leading the game and level design team from concept and pre-production to final polish and release candidate.

2015 - 2017

Founder and Organizer of alpha

meetups and game jams

Establishing regular meetings with presentations and discussions about games and game development.

Organizing Game Jams.

HARD SKILLS

Microsoft Office

Unity 3D

2D (Photoshop / Illustrator)

3D (Maya / 3DS Max)

Programming (Java / C#)

SOFT SKILLS

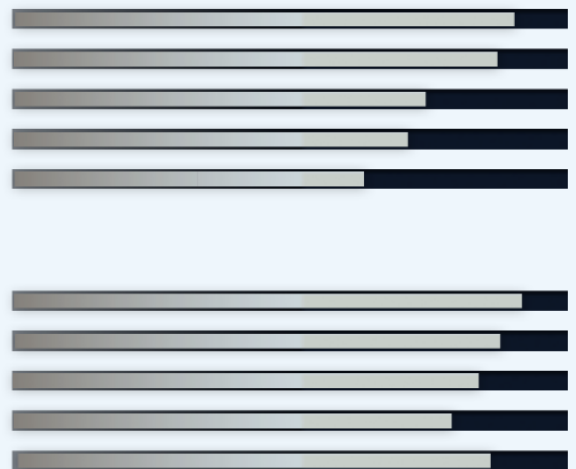
Conceptual Thinking

Problem Solving

Prototyping

Systemic Design

Public Speaking



Justin Zwack



Gneisenaustr. 65,
28201 Bremen,
Germany



+49 179 219 754 0



contact@justinzwack.



www.justinzwack.de



@JustinZwack



/Zwack.Justin



/zwack-justin



skype@justinzwack.de



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