



Justin Zwack

Game 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 innovative mechanics which 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 have completed my mandatory internship and Bachelor Thesis in 2018. Therefore I'm seeking opportunities to contribute my skills in the industry after graduation.

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 highschool exam; university entrance qualification)

EXPERIENCE

2017 – Current

Game and Level Design Intern

KING Art GmbH

Contributing my skills to an unannounced project in preproduction and working directly with the team to gain experience in a studio environment.

Freelance Designer

bluebox interactive

Working on 'Monster Menace Matthew' as their designer. Conceptualize gameplay systems and level layouts.

Founding Advisory Board Member

German Dev Days Förderstiftung(charitable foundation)

As the student representative in the foundation I support the rest of the advisory board with my experience from different student projects and my thoughts on how to support young game devs.

2016 – 2017

Study Affairs Committee

HS Mittweida - University of Applied Sciences

Representing fellow students in discussions to improve the structure and content of the course "Media Informatics and Interactive Entertainment" and its modules.

2015 – 2017

Founder and Organizer

alpha

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

2014 – 2017

Lead Game Designer in student projects

Koa Bunga – a 3D Blood Surfing Puzzle Platformer

Designing a game as the Creative Director of 62 students and manage the game and level design team as their lead.

Lift'em Up – a Mobile Game for DZ Bank

Elaborating their casual concept into a real game, with a color sorting game mechanic.

Kerker Berserker – a Board Game for Corax Games

Working close with the publisher on optimizing the mechanics and playtesting on exhibitions.

HARD SKILLS

Unity 3D

Programming (Java / C#)

3D (Maya / 3DS Max)

2D (Photoshop / Illustrator)

Microsoft Office



SOFT SKILLS

Public Speaking

Problem Solving

Prototyping(Paper/Engine)

Playtesting&Balancing

Quality Assurance



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