

Justin Zwack

Game & Level Designer

AWARDS & RECOGNITIONS

Iron Harvest

- Best Game Design & Best German Game at German *Entwicklerpreis 2020*
- Nomination Best Strategy Game at *Gamescom 2020 & NAVGTR 2021*
- Nomination Best Foreign Game at French *Pégases 2021*

Game Jams

- Top 5 at RBTV jam 2017
- Top 20 at GMTK jam 2017

SOFTWARE

- Engine (Unity 3D, Twine)
- Documentation (MSOffice, Google Tools, Confluence)
- 2D (Photoshop, Illustrator)
- 3D (Unity ProBuilder, Maya)
- Scripting (Visual, XML, Json)
- Basic Programming (C#)

VOLUNTEER WORK

devcom, Quo Vadis, Womenize 04/2017 – 09/2019

- Floor Manager
- Speaker Assistant

GermanDevDays Foundation 05/2017 – 05/2019

- Founding Advisory Board Member
- Student Representative

EDUCATION

CGMA Online Course 10/2020 – 12/2020

- Level Design for Games
- Lectures by Emilia Schatz (Naughty Dog)
- Teacher Shane Canning (Square Enix)

HS Mittweida University of Applied Sciences 10/2014 – 12/2018

- Media Informatics and Interactive Entertainment (Bachelor of Science)

WHO I AM

Award-winning Game & Level Designer with 4+ years of experience designing memorable moments. Committed to create state of the art PC and console games.

DESIGN

Game Design

- Worked on **3Cs (Character, Camera, Controls)** for 3D platformer *Koa Bunga* and other *cancelled or unannounced 3D action games*
- **Owned Enemy & Boss Design** for Tesla faction in RTS *Iron Harvest*
- Iterated AI Design and behavior for *cancelled 3D stealth title* and *Iron Harvest*
- **Concepted core loop** in 2D dungeon crawler *Monster Menace Matthew*

Level Design

- Created singleplayer and multiplayer levels, including **mission design, 2D layout, and 3D block out / white box** for RTS *Iron Harvest* and other *unannounced 3D action games*
- Designed several **third-person action-adventure levels** for CGMA course
- **Scripted and balanced campaign missions** and demo builds for press and public events like PAX and gamescom for *Iron Harvest*
- **Implemented dialogue and in-game cutscenes** in *Iron Harvest* including actor placement, character movement, and camera setups

IMPLEMENTATION

- **Shaped event based scripting and visual scripting system** in close collaboration with tools programmers for RTS *Iron Harvest*
- **Initiated level design pipeline** for *Iron Harvest* and *cancelled 3D stealth title*
- Worked with Tortoise SVN version control and setup commit conventions
- **Delivered bug fixes and implemented user feedback** through JIRA tickets

LEADERSHIP & COLLABORATION

- Managed group of 8+ designers as the **Lead Design substitute** for main production and DLC content of *Iron Harvest*
- **Directed game project of 60+ students** including leadership over 10+ designers on 3D platformer *Koa Bunga*
- **Reviewed external level designers** for multiplayer maps on *Iron Harvest*
- Organized playtests, **provided and implemented feedback** for *Iron Harvest*
- **Founded gamedev community** with talks and game jams at university

KING Art Games | 10/2017 – Present | 4+ years Unannounced | 3D Action Game | PC & Console

Game & Level Designer | team of 30+ | current project



Iron Harvest: Operation Eagle | Standalone Addon | PC & Console

Game & Level Designer | team of 60+ | ~ 5 months

Iron Harvest: Rusviet Revolution | Story DLC | PC & Console

Game & Level Designer | team of 60+ | ~ 3 months

Iron Harvest | 3D RTS with Dieselpunk Mechs | PC & Console

Working Student (2 months), Game & Level Designer | team of 60+ | ~ 2 years

Unannounced & Cancelled | 3D Action Game | PC & Console

Design Intern (6 months), Working Student (6 months) | team of 10+ | ~ 1 year

bluebox interactive | 07/2017 – 04/2018 | 9 months

Monster Menace Matthew (cancelled) | 2D Dungeon Crawler | PC

Freelance Designer | team of 4 | part time



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