



Justin Zwack

Game & Level Designer

ABOUT

I'm a conceptual thinker and detailed designer, who uses his diverse knowledge and strong communication skills to clearly convey ideas and their relationship to different systems.

My dedication is to design gameplay experiences that stick with the player.

VOLUNTEER WORK

04/2017 – Current

*Developer Conference Volunteer
devcom, Quo Vadis, Womenize*

05/2017 – 05/2019

*Founding Advisory Board Member
GermanDevDays Foundation*

EDUCATION

10/2014 – 12/2018

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

09/2005 – 02/2013

*Ostendorfer Gymnasium
Neumarkt i.d.OPf.
Abitur (German highschool exam;
university entrance qualification)*

EXPERIENCE

10/2017 – Current

(including 6-month internship; bachelor thesis; regular position)

Game and Level Designer at KING Art Games

Iron Harvest - a classic RTS with diesel-punk mechs

- Lead design substitute with focus on management of external level designers and artists as well as mentoring interns in the level design department
- General gameplay design and boss encounter design
- Ownership of levels from concept and blockmesh to scripting and balancing
- Close collaboration with programmers for various editor and scripting tools

Cancelled unannounced game - complete pre-production

- Designed different systems and worked on all 3 Cs
- Shipped levels in different prototypes from concept and blockmesh to scripting, staging and art pass

07/2017 – 04/2018

Freelance Designer at bluebox interactive

Monster Menace Matthew - a retro 2D dungeon crawler

- Conceptualize gameplay systems and level layouts
- Focused on clear documentation and first rough gameplay and level prototypes for pre-production

10/2016 – 02/2017

Creative Director (Game and Level Lead) at HSMW

Koa Bunga - a 3D blood-surfing puzzle platformer

- Directing a team of over 60 students
- Leading the game and level design teams and establishing workflows and pipelines
- Finishing the game from concept and pre-production to final polish and release candidate



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TECHNICAL SKILLS

Level Design

- Documentation (mission briefings, metrics, pacing graphs)
- 2D Layouts & 3D Blocking (narrative focused singleplayer beats, combat/encounter design, competitive multiplayer gameflow)
- Scripting (AI behaviour, static and dynamic encounters)
- Staging (setup of dialogue, animation, and camera)
- Environment/Level Art (environmental storytelling, vegetation editing, terrain transforms, asset placement, collider passes)

Game Design

- Game Mechanics (player-centric design, detailed documentation)
- System Design (systemic relationships, balancing, metagame)
- AI Design (behaviour trees & states, taskmanagement)
- Enemy & Boss Design (roles, abilities, systems)
- QA (playtest sessions, gathering feedback, bug tracking and reporting in Jira)

Production Experience

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

SOFT SKILLS

- Conceptual Thinking (generating and bouncing ideas)
- Problem Solving (thinking about short and long-term solutions)
- Communication (written and verbal through documentation and meetings)
- Feedback (constructive & iterative process)
- Mentoring (providing documentation and workshops for interns)
- Public Speaking (pitching concepts, holding talks)



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