

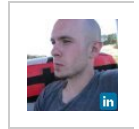
Zack Ganous

<http://www.zackganous.com>

Design Intern at Raven Software

Zack Ganous is a level designer with roots stemming from the Jedi Academy modding community. Using the skills, knowledge and abilities gained from his time as a modder, Zack submitted a Design Test to Raven Software and was hired on as a Jr. Level Designer. While adept at several areas of modding his main focus is level design, for both multi-player and single player experiences.

Zack is a proud father and an avid musician with many years of experience of guitar. He enjoys writing short stories in spare his spare time.



Skills

Level Design	Game Design	Gameplay
Multiplayer	C#	Xbox 360
Perforce		

Experience

Raven Software

11 / 2013 - Present

Jr. Level Designer

Owning sections from block out to final GSC iteration, communication with Art, Animation and Engineering to produce outstanding game play and flow. Proactive in discussing progress within design, effective communication and problem solving abilities. Extremely proficient with Radiant.

Self-employed

04 / 2012 - 11 / 2013

Level Designer - Modding Community

Origins in game design stemmed from modding experience. Modding began with .ent -onlyent modding of Q3A based Jedi Academy levels and culminated in Call of Duty 4 modding; Which included bringing custom textures into the engine, load screens, mini-maps, entirely new levels, GSC scripted sequences of game play events.
