

Zack Ganous

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About

Skilled Game Designer with 4+ years AAA experience. Due to necessity from a background in modding, I cultivate a wide set of skills. This enables more productive conversation with other departments and so produces better realized more efficient level designs.

I'm highly proficient at various types of scripting, from gameplay mechanics and AI behavior to moments of cinematic intensity. With a holistic focus, I'm able to stay mobile and contribute in a wide variety of ways to make a high impact.

Last not but least, I'm very driven and inspired to produce content that elicits flow in people when they pick up the controller. I will continuously seek out the feedback of others and do what it takes to produce positive efficient iteration.

Experience

2014-2015

CALL OF DUTY: ADVANCED WARFARE - Raven Software (Junior Designer)

- Level Design – Blockout, Iteration, First Pass Art
- Scripting – Cinematic Gameplay, AI Behavior

2014-2015

CALL OF DUTY: ONLINE - Raven Software (Associate Designer)

- Level Design – Blockout, Iteration, First Pass Art
- Environmental Setdress and Art
- Scripting – Cooperative Modes, Cooperative Systems, AI Behavior, Cinematic Gameplay
- Free To Play Design

2015-2016

CALL OF DUTY: INFINITE WARFARE - Raven Software (Associate Designer)

- Level Design – Blockout, Iteration, First Pass Art
- Scripting – Cinematic Gameplay
- Console and PC optimization – Streaming and Transients

2015-2016

CALL OF DUTY: WWII - Raven Software (Associate Designer)

- Level Design – Blockout, Iteration, First Pass Art
- Cinematic Gameplay, AI Behavior, Single Player Systems

Skills

DOCUMENTATION

- Topdowns
- Level Decks
- Mechanic Decks
- Mechanics and Level Pitches
- Narrative Documentation and Dialogue
- Concepts

Level Design

- 4+ years building in Radiant
- 4+ years planning, executing layouts and paper design
- Strong composition and environmental skills

Scripting

- 4+ years Cinematic SP Gameplay
- 4+ years SP level Functionality and Systems
- 4+ years optimizing script, efficiency and setting standards
- Cooperative and MP Mode Scripting
- Vector Math
- GSC, CSC, some C++