

# Sully Zack

Game Designer (Level/Systems Focused)  
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## EDUCATION

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<b>University of Southern California</b> , School of Cinematic Arts Interactive Media and Game Design B.A. (3.82 GPA)	May 2021 Screenwriting/ Architecture Minors
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## SKILLS

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Unity (C#) Level Design (2D & 3D) Paper Prototyping/Grayboxing Design Documentation & Presentation	Maya, Probuilder Adobe Photoshop, Illustrator GitHub/Perforce Tabletop Systems Design
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## PROJECTS

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<b>Unannounced Switch Title</b> – Unity 3D Adventure Game Nintendo eShop Planned Release – <b>Level/Systems Designer, Writer</b>	<i>Apr. 2019 - Current</i>
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- o Created metrics to build levels around and standardize player movement.
- o Sketched top-down views of animal encounters/stages then used them to graybox in 3D with Probuilder.
- o Developed mechanics that utilize the affordances of the Nintendo Switch's HD Rumble and gyroscope.

<b>Plasticity</b> – Unity 3D Cinematic Platformer Steam Release – <b>Level/Systems Designer</b>	<i>Apr. 2018 – Jun. 2019</i>
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- o Featured in Forbes with 25,000+ downloads on Steam.
- o Crafted puzzles with 2 meaningful and nuanced solutions that inspire introspection and emotional development within the player.
- o Documented and paper-prototyped level designs and to communicate effectively to the larger team of 30.
- o Implemented levels and scaffolding within Unity using Probuilder and Engineering tools.

<b>Adrift: Lost at Sea</b> – Co-op Tabletop Survival Cardgame Kickstarter Project – <b>Creative Director, Lead Designer, Writer</b>	<i>Oct. 2017 – Apr. 2019</i>
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- o \$9,900 raised on Kickstarter (247% of goal) with 238 international backers.
- o Organized a team of 4 to pioneer new mechanics, balance systems, and devise an adventure-filled tabletop experience from initial concept to commercially released product.
- o Researched and partnered with international expert in 16<sup>th</sup> century maritime history to populate the world with historical accuracy.

<b>You and What ARMy?</b> – Unity 3D Beat-Em-Up Adventure Game Itch.io and Gamejolt Release – <b>Level/Systems Designer, Writer</b>	<i>Jan. – Apr. 2019</i>
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- o Grayboxed 3 levels with Probuilder, transferred to Maya, and imported/implemented into Unity.
- o Iterated on a radically non-linear level and placed combat encounters throughout.
- o Wrote and built comedic interactions into each level to serve the game's player experience goals.

## ACTIVITIES/HONORS

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| <ul style="list-style-type: none"><li>o GDC Conference Associate</li><li>o Indiecade/Indie Megabooth Volunteer</li><li>o Teaching Assistant for Games Literacy Course at USC</li></ul> | <ul style="list-style-type: none"><li>o USC Trustee Scholar</li><li>o Voice-Over Actor</li><li>o Fossil/Geode Hunting</li><li>o Deciphering Ancient Mayan Glyphs</li></ul> |
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