

# Sully Zack

Game Designer (Level/Gameplay)

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Los Angeles, CA

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## EDUCATION

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**University of Southern California**, School of Cinematic Arts  
Interactive Media and Game Design B.A. (3.93 GPA)

May 2021  
Writing/ Comedy Minors

## SKILLS

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Unity (C#), Unreal (Blueprints)  
Level Design (2D/3D)  
Paper Prototyping/Grayboxing  
Design Documentation & Presentation

Maya, Probuilder  
Adobe Photoshop, Illustrator  
GitHub/Perforce/Sparx & Jira  
Tabletop Systems Design

## PROJECTS

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**Marvel Strike Force, FoxNext - Unity 3D**  
iOS / Android Release - **Mission Design Intern**

Jun - Aug 2020

- Developed the story and 9 missions for the Swarm Event Campaign and implemented them into Unity using custom Engineering tools.
- Crafted Scream Event Campaign using established Symbiotes Marvel lore and facilitated 2 playtests.
- Designed and iterated on unique combat puzzles for both campaigns that use pre-existing mechanics in new ways, to engage players and deepen storytelling.

**Unannounced Cooking/Driving Game - Unreal 3D**  
Steam Planned Release - **Lead Game Designer**

May 2020 - Current

- Designing and balancing cooking/driving mechanics and using Blueprints to prototype.
- Grayboxing city districts with dynamic driving challenges using BSP brushes.
- Collaborating closely with the Engineering/Art department heads to ensure design deadlines are hit.

**Plasticity - Unity 3D Cinematic Platformer**  
Steam Release - **Level/Gameplay Designer**

Apr 2018 - Jun 2019

- Featured in Forbes with 30,000+ downloads on Steam.
- Built puzzles with 2 meaningful and nuanced solutions that inspire introspection and emotional development within players.
- Documented and paper prototyped level designs to communicate the beat-by-beat gameplay effectively to the larger team of 30.
- Planned out level flow and tutorialization and implemented into Unity with Probuilder/Maya.

**Adrift: Lost at Sea - Co-Op Tabletop Survival Card Game**  
Kickstarter Project - **Designer, Writer**

Oct 2017 - Apr 2019

- \$9,900 raised on Kickstarter (247% of goal) with 238 international backers.
- Organized a team of 4 to pioneer sailing-inspired mechanics, balance systems, and devise an adventure-filled tabletop experience from initial concept to commercially-released product.
- Researched and partnered with international expert in 16th century maritime history to steep the world with historical accuracy.

## ACTIVITIES/HONORS

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- GDC Conference Associate
- Indiecade/Indie Megabooth Volunteer
- Teaching Assistant for Games Literacy Course at USC
- Improv, Sketch, and Stand-Up Comedy
- USC Trustee Scholar
- Voice-Over Actor
- Paleontology
- Ancient Mayan Epigraphy