

Zac Bogner

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Level Designer

To build relationships and transform work ethics with game development teams and to make fun and easy-to-understand games that challenge players through level design—continuing to learn from new experiences and embrace challenges working solely and within a team environment through the process of game development. Newly formed in the games industry transitioning from academia with my Master's in game design and previously 10 years of television media; I've worked with one of the world's top off-road racing game companies, Rainbow Studios, contributing an integral role as a level designer.

Development Proficiencies

Platforms	VR, Meta Quest 2, Mobile VR, AR, Xbox One, Xbox Series S X, PlayStation 4 5, Steam, Steam Deck, Windows, Mac OS, iOS, Android.
Tools	Unreal Engine, Blueprints, C++, Unity, C#, Google App Store, Git, Visual Studio, Version Control, Perforce, SourceTree, GitHub, Agile, Scrum, Jira, Confluence, Bitbucket, Slack, HTML5, CSS and many more.

Professional Experience

Level Designer – MX VS. ATV LEGENDS - Rainbow Studios, Phoenix, AZ 8/2021 – 9/2023

Contributed to **MX VS. ATV LEGENDS**, a new live service offroad motocross racing game developed by Rainbow Studios and THQ Nordic.

- Ideated, prototyped, and helped ship over 30 tracks loved by over **1 million unique** players and counting.
- Supported the development team by taking on cross-discipline tasks, and successfully delivering gameplay features in single-player and multiplayer environments.
- Designed features towards player engagement in freeride for intrinsic motivation.
- Played a pivotal role in developing and shipping the DLC on time.

Key Accolades:

- Reached more than 1 million unique players and continues to grow player count.
- Released on 8 platforms, including Steam Deck.

Student Projects

Lead Level Designer – CATCH MY TAIL! - Laguna College of Art and Design 11/2019 – 5/2020

(LCAD), Laguna Beach, CA

Focused on level design for Catch My Tail! A casual-action melee multiplayer project developed in Unity with Photon Multiplayer.

- Led level design, which was part of my master's thesis.
- Game design and engineering support to release products on time.
- Programmed player controller and helped get multiplayer features created with Photon Engine.
- Prototyped and implemented core game features for level design.

Key Accolades:

- 2020 IEEE GameSIG Finalist
- Cloud Server and region-based hosting using Azure's Playfab integration.

Education

Laguna College of Art and Design, Laguna Beach, CA 8/2018 – 5/2020

M.F.A – Master of Fine Arts in Game Design, 3.49

Norco Community College, Norco, CA 2/2014 – 5/2018

A.S – Associate of Science in Game Programming

Awarded Game Programming Certificate

A.S – Associate of Science in Game Design

Awarded Game Design Certificate