

ZAC BOGNER

PROFESSIONAL GAME DEVELOPER

zac.bogner@gmail.com | [LinkedIn](#) | [Medium](#) | [Portfolio](#) | [GitHub](#)

ZAC.BOGNER@GMAIL.COM
GILBERT, AZ

EXPERIENCE

2025-present **Level Designer, Rainbow Studios**

Track Designer, designing tracks for MX vs. ATV Legends, using Unreal Engine 4. Ideating from Pen & Paper, Draw Over Designs, gathering reference material. Creating playable landscapes, creating and tuning AI, providing player engagement with Unreal Engine and internal studio tools.

- **2026**, Designed Historical Daytona Supercross (2018 and 2020), Daytona Supercross DLC.
- **2025**, Designed Hubert Loop and Family Wagon Trail Invitational events, Pastranaland DLC.
- **2025**, Designed Wild Card FMX event, Redline Ridge DLC.

2024-present **Adjunct Faculty, Southern New Hampshire University**

Game Development & Programming Instructor, using Unreal Engine 4 & 5.

- **Courses taught** - GAM-207, GAM-305, GAM-312, GAM-415.
- Provide and engage in meaningful discussion, responses, feedback, and support to students enrolled in my course(s).
- Create plans for grading, evaluating feedback, including additional resources to help my students succeed throughout the term(s).
- Demonstrate the use and importance of version control with git, GitHub, and bitbucket, alongside game production and various production methodologies.
- Issuing detailed feedback for improvement's within each module(s) and assignment(s).

2024-2025 **Quality Assurance - Test Associate II, Experis Game Solutions**

Quality Assurance – Test Associate II – AAA Project, Contract.

- Former Test analyst, responsible for logging bugs in the database that have been fixed before shipped content.
- Reporting test results and gathering media with annotation(s) for direct feedback.
- Used platform tools in testing such as Xbox Dev kits (XDK's), and GDK's (PC | Xbox).
- Bug entry(s) with Azure Dev Ops (ADO) and working with bug databases to query bugs.
- Experienced quick turn arounds / pivots on RC builds, ran daily smoke and BVT checks.
- Well versed in XR's for Xbox/Microsoft testing and analysis.

SKILLS & ABILITIES

- Platforms – PC, Steam, Xbox Series S|X, Xbox One, PlayStation 4|5, Android, iOS, MAC OS, and more.
- Tools – Unreal Engine 4|5, Photoshop, Blueprints, C++, Unity, C#, Visual Studio, Git, Bit Bucket, Confluence, Jira, and more.

EDUCATION

2018-2020 **Master of Fine Arts in Game Design** Laguna College of Art and Design

Created two master thesis projects and uniquely defined papers.

Master's project: **Catch My Tail!** awarded a Finalist nomination at **IEEE GameSIG**.