

Zac Bogner

Professional Game Developer

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

Professional Experience

Online Adjunct Faculty - Southern New Hampshire University, Gilbert, AZ

4/2024 – present

Game Development Instructor using Unreal Engine 5.

- 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).

Key Accolades:

- **1 Year of online teaching.**
- Completed ADJ-101, Adjunct Faculty Training Certificate.
- Information Security Awareness Certificate.

QA Test Associate II - Experis Game Solutions, Tempe, AZ

8/2024 – 2/2025

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.

Key Accolades:

- **First AAA game title** worked on in a post-production, live service production cycle.

Level Designer - MX VS. ATV LEGENDS - Rainbow Studios, Phoenix, AZ

8/2021 – 9/2023

Contributed to MX VS. ATV LEGENDS, using Unreal Engine 4; a new live service offroad motocross racing game developed by Rainbow Studios and publisher 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 continue(s) to grow player count.
- Released on **more than 7 platforms.**

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.

Key Accolades:

- Created two master thesis projects and uniquely defined papers.
- Master's project: **Catch My Tail!** awarded a Finalist nomination at IEEE GameSIG.

Norco Community College, Norco, CA

2/2014 – 5/2018

- A.S – Associate of Science in Game Programming.
- A.S – Associate of Science in Game Design.

Key Accolades:

- **Dual Associates equivalent to Bachelors.**
- Awarded Game Programming Certificate.
- Awarded Game Design Certificate.

Platforms & Tools:

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