

Zahne Salzano | Game Designer

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EDUCATION:

Bachelor of Science, Game Design and Development
Rochester Institute of Technology (RIT), Rochester, NY.

Graduated May 2023
GPA: 3.94

WORK EXPERIENCE:

RIT, Interactive Games & Media Department

May 2022-December 2022

"Changeling" Game Designer/Developer Intern

Rochester, NY

- Utilized Unreal Engine 4.26 and C++ to work on a massive project with up to 30+ people.
- Assisted in leading a specialized team of 5-6 peers to create and design two levels; a hub world and a puzzle-themed level closely related to the game's narrative.
- Created a complex holster system that is utilized throughout the duration of the game.
- Fleshed out and designed the layout of the hub world with multiple moving parts and designs.
- Developed several puzzles and designed multiple ways of completion. (Rube Goldberg Machine)

Wyzant

June 2023-Present

Teacher

Los Angeles, CA

- Teaching and helping for over 200+ hours of sessions in subjects of C#, C++ , Unity, and UE5 with game development context, from helping with passion projects to working on large scale games.

Motion Machina

December 2023-Present

Lead Level Designer and Programmer

- Utilizing Unreal Engine 5.3 to work on Te'Roji VR, a mystic VR game.
- Lead Level Designer for the main games levels, designing cryptic and intricate areas to test the player.
- Primary coder for all major events that take place in the game, including a complex card drawn system.
- Assistant VFX maker with Niagara Systems in Unreal Engine.

SKILLS:

Programming Languages: C#, C++, JavaScript, HTML, Lua, Python, Java, SQL

Operating Systems: Microsoft Windows, Mac OS, Linux.

Game Engines: Unity, MonoGame, Unreal Engine 4 & 5, Godot

Creativity: Storytelling: focusing on the narrative for cohesion and consistency within a story while integrating the mechanics and maintaining the narrative for an interactive experience.

PROJECTS:

The Heist, A Skyrim Quest Mod

January 2023-May 2023

- Worked as a project manager and a team lead of 5 people, utilizing the Skyrim Creation Kit and Papyrus, released and published on Nexus Mods to a total of over 1,000 downloads.
- Level designer for the entire mod, dungeon, and vault.
- Created enemy patrol AI, and environmental design for the entire mod
- Link: <https://www.nexusmods.com/skyrimspecialedition/mods/89797?tab=description>

Talisman of Ethshar

December 2020

- Worked with a team of 4, over the course of 3 weeks, to create a 2D puzzle game that is well polished and constructed with precision, serving as lead sound designer, coder, and UI manager on the team.
- Link: <https://play.unity.com/mg/other/talisman-of-ethshar>