

# 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 400+ hours of sessions in subjects of C#, C++ , Unity, and UE5 with game development context, helping students of all age ranges, including children on the spectrum.

**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

## 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/skyrimspedition/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>