

Zahne Salzano | Game Designer

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OBJECTIVE: Seeking full-time employment as a level designer/game designer/game programmer. Available June 2023.

EDUCATION:

Bachelor of Science, Game Design and Development

Rochester Institute of Technology (RIT), Rochester, NY.

GPA: 3.71

SKILLS:

Programming Languages: C#, C++, JavaScript, and HTML

Operating Systems: Microsoft Windows, Mac OSX, and IOS.

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

PROJECTS:

The Heist, A Skyrim Quest Mod

January 2023-Present

- Worked as a project manager and a team lead of 5 people, utilizing the Skyrim Creation Kit and Papyrus.
- Level designer for the entire mod, dungeon, and vault.
- Created enemy patrol AI, and environmental design for the entire mod
- Assisted in coding, editing, and managing scripts.
- Utilized ambient and static lighting to bring life to the level.
- Link: <https://www.nexusmods.com/skyrimspedition/mods/89797?tab=description>

The Fabled Few, Tabletop RPG Design

September 2022

- Worked in a team of 5 to create a 100+ page tabletop rpg.
- Spent significant time playtesting to ensure a positive and fun user experience.
- Led major decisions that shaped the project and enhanced design choices.
- Wrote, edited, and fixed 100+ pages of content using InDesign.
- Serve as lead combat, magic, and enemy designer.

Talisman of Ethshar, Game Design II

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.
- Served as lead sound designer, coder, and UI manager on the team, utilizing Unity and Visual Studio.
- Link: <https://play.unity.com/mg/other/talisman-of-ethshar>

WORK EXPERIENCE:

RIT, Interactive Games & Media Department

May 2022-Present

“Changeling” Game Designer/Developer Intern

Rochester, NY

- Utilizing Unreal Engine 4.26 to work on a massive project with up to 30+ people.
- Assist 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)

ID Tech

June 2021-Present

Tutor

Rochester, NY

- Instruct an average of 100 students a year on the complexities and basics of Unity, C# , Autodesk Maya, and Roblox Lua.
- Provide hands-on experience with programming to children ages 6-16 including children with special needs.
- Planned out and formulated hundreds of lessons with precision, accommodating the needs of each student taught.