

Zachary Fugere

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Software

- Radiant
- Unity
- Unreal Engine
- Illustrator
- Photoshop
- Jira

Skills

- Level Design
- Documentation
- Feedback
- Collaboration
- Iterative Design
- Innovative

Work Experience

Senior Associate Game Designer

High Moon Studios

November 2020 – Present

- Designed multiplayer spaces for Call Of Duty Warzone
- Oversaw the design of major point of interests from top down sketches and blockout through completion
- Worked closely with art team to deliver engaging and realistic environments
- Contributed to the releases of **Warzone: Verdask '84**, **Warzone: Caldera**, **Fortunes Keep**, **Warzone 2.0: Ashika Island**

Level Designer

Champlain College | Eira: Echoes of Adventure - 21 person team

August 2019 - January 2020

- Collaborated with team's designers to establish a cohesive world context across all aspects of the game
- Designed and built 2 unique levels equipped with puzzles, platforming, branching pathways, and terraforming
- Implemented narrative through asset placement and environmental storytelling

Level Designer

Modded Skyrim Level - Individual

December 2019

- Designed and constructed level and critical path
- Scripted enemy encounters and added navigation patrol patterns
- Populated level with world details, loot, and places to explore

Level Designer

Modded Half-Life 2 level - Individual

April 2019

- Designed and documented level layout
- Constructed level architecture and texturing
- Created triggered events such as enemy ambushes, explosions, and destructible environments

Education

Champlain College, Burlington, VT

Graduation: May 2020

Bachelor of Science in Game Design