



ZACH FUNDERBURK

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GAME DEVELOPMENT EXPERIENCE:

- **Technical Artist**– To Valhalla Jan-Apr 2017
 - Created production pipeline for respective disciplines
 - Implemented final assets into Unity project
 - Troubleshoot bugs and technical issues
- **Technical Artist**– Sorting Wall 48 Hour Game Jam Jan 2017
 - Oversaw model imports from Maya into Unity
 - Collaborated with programmers and modelers to efficiently construct game
- **Producer**– Bacterium Web Game Aug–Oct 2016
 - Directed team of peers in asset creation for web game
 - Organized art assets and programming for game
 - Managed art style/aesthetic from both Illustrator and Maya to keep consistency
- **Animator**– ElePHAT Mobile Game Feb–Oct 2016
 - Manipulated character art into unique animations in Adobe After Effects
 - Collaborated closely with producer and programmer to fine-tune game
 - Presented game at both school involvement fair and Ohio GDEX

WORK EXPERIENCE:

- **Project Management Assistant**– Game Research and Immersion Development (GRID) Lab Aug 2017-Present
 - Manage worker and project timelines
 - Discuss future projects for undertaking
 - Aided in development and running of inaugural Business of Games Summit (BOGS) (Sept. 2017)

EDUCATION:

Ohio University

- Scripps College of Communication
- Bachelor of Science in Communication
- Graduation May, 2019
- Major: Games and Animation
- Minor: Psychology
- Certificate: Social Media
- GPA: 3.6

ACTIVITIES:

Ohio University Game Developer Association

- Member: Aug 2015 – Present
- GDEX Attendee: 2015-2017

GDEX Volunteer

- Assisted attendees in show floor directions
- Years Volunteered: 2017

TECHNICAL SKILLS:

- Adobe Photoshop
 - Adobe Illustrator
 - Adobe After Effects
 - Unity3D
 - Autodesk Maya
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