

Zackary Henderson

Technical Designer



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Work Experience

High Voltage Software

9/21 – Present

Technical Game Designer (Fortnite, UE4/5, Online Multiplayer)

- Implemented key features for release of new Custom Battle Royale (BR) mode
- Migrating existing BR features into the Custom BR Mode to achieve feature parity
 - Researching feature requirements, determining what needs to change, and applying necessary changes (BP & C++) while adding functionality
- Successfully onboarded and mentored a new employee to work as Technical Game Designer

C77 Entertainment

4/20 – 12/20

Technical Designer (Project Slingshot, UE4, Online Multiplayer)

- Designed and implemented SpawnZone system to improved designer workflow
 - Allows designers to visually place and set spawn points
 - Maintains information parity between client and server
- Wrote documentation with supplementary materials like gifs, images and source assets
- Designed and implemented an UI system to add and remove widgets intuitively including:
 - Manages widget layering and prevents duplicates
 - Widgets update focus and valid inputs based on player state
 - Populates UI with server accurate info
- Overrode source code to better control player spawning process

East Ridge at Epic Games

6/19 – 6/20

Engine Support Technician (UE4, Twinmotion)

- Provided technical support for 3rd party companies (AAA & Enterprise)
- Verified, replicated, debugged and logged bugs (C++ & blueprint)
- Acted as point of contact with Twinmotion (architectural visualization company)

Cubic Global Defense

11/18 – 5/19

Associate Technical Producer

- JIRA project administration for multidisciplinary teams including Technical Designers, Artists, Subject Matter Experts and Instructional System Designers
- Improved process workflow for teams to strengthen accountability and project velocity
- Created regular progress reports for executives
- Ran and recorded sprint retrospectives

Glasscat Studios

8/18 – 12/18

Tech Designer Intern (Haunting Hour, UE4, Online Multiplayer, VR)

- Designed and implemented networked multiplayer puzzles using blueprints
- Created an automated hand pose system that assigns the correct poses to player's hands
- Conducted playtests

Scamp: High Hat Havoc

4/18 – 8/18

Technical & Level Designer (UE4, Steam)

- Rapidly prototyped and playtested levels
- Edited and debugged sequences (cutscenes)
- Designed and built levels from paper to whitebox to final iteration
- Led critique of levels to ensure cohesive flow and design

Skills & Software

- Unreal Engine 4/5
- Blueprints
- Perforce
- JIRA
- Confluence
- Unity

Awards

Smash Bro/S.M.A.S.H.

- Presented at GDC Play 2018
- Won Best Serious Game Innovation at the Serious Games Showcase at I/ITSEC 2017

Scrap

- Won the Indienomicon Best Overall Experience Award
- Won the Indienomicon Best Art Style Award

The Hike

- Featured on Orlando local news
- Featured in Orlando Sentinel

Education

Florida Interactive

12/18

Entertainment Academy

Interactive Entertainment Master of Science

UCF

5/17

Digital Media Bachelors of Arts

SCF

5/13

Prerequisite coursework for UCF