Justin Zwack
Lead Level Designer

AWARDS & RECOGNITIONS
Iron Harvest

- Best Game Design & Best German Game at German *Entwicklerpreis 2020*
- Nomination Best Strategy Game at *Gamescom 2020* & *NAVGTR 2021*
- Nomination Best Foreign Game at French *Pégases 2021*

Game Jams

- Top 5 at RBTV jam 2017
- Top 20 at GMTK jam 2017

SOFTWARE

- Engine (Unity 3D, Unreal)
- Documentation (MSOffice, Google Tools, Confluence)
- 2D (Photoshop, Illustrator)
- 3D (Unity ProBuilder, Maya)
- Scripting (Visual, XML, Json)
- Basic Programming (C#)

VOLUNTEER WORK

devcom, Quo Vadis, Womenize
04/2017 – 09/2019

- Floor Manager
- Speaker Assistant

GermanDevDays Foundation
05/2017 – 05/2019

- Founding Advisory Board Member
- Student Representative

EDUCATION

CGMA Online Course
10/2020 – 12/2020

- Level Design for Games
- Lectures by Emilia Schatz (Naughty Dog)
- Teacher Shane Canning (Square Enix)

HS Mittweida
University of Applied Sciences
10/2014 – 12/2018

- Media Informatics and Interactive Entertainment (Bachelor of Science)

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WHO I AM
Award-winning Lead Level Designer with 7+ years of experience designing memorable moments for state-of-the-art PC and console games.

LEADERSHIP & COLLABORATION

- Build and **mentored new level design team** as **Level Design Lead** from pre- to main- production for *AA open world action game*
- **Managed multiple designers** with different specializations and organized tasks for pre- and main- production of different titles
- Planned and scoped content in **collaboration with Direction and Producing**
- **Established guidelines, quality targets**, and pipelines for level production
- Supervised **feedback-based iteration** through regular reviews and playtests

DESIGN
Level Design

- Designed **Open World with multiple missions and side activities** for *unannounced AA third-person open world action game*
- **Shipped and live-supported singleplayer and multiplayer levels** in collaboration with several departments for RTS *Iron Harvest*
- **Designed several levels and points of interest**, from initial mission design, 2D layout, and 3D white box/ block out to doing the encounter design, scripting and staging for different titles
- **Scripted and balanced campaign missions** and demo builds for press and public events like PAX and gamescom for *Iron Harvest*
- **Implemented dialogue and in-game cutscenes** in *Iron Harvest* including actor placement, character movement, and camera setups

Game Design

- Worked on **3Cs (Character, Camera, Controls)** for 3D platformer *Koa Bunga* and other *cancelled or unannounced 3D action games*
- **Owned Enemy & Boss Design** for Tesla faction in RTS *Iron Harvest*
- Iterated AI Design and behavior for *cancelled 3D stealth title* and *Iron Harvest*

IMPLEMENTATION

- **Shaped event based scripting and visual scripting system** in close collaboration with tools programmers for different titles
- **Initiated level design pipelines and processes** for different titles
- Worked with Tortoise SVN version control and setup commit conventions
- **Delivered bug fixes and implemented user feedback** through JIRA tickets

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KING Art Games | 10/2017 – Present | 6+ years
Unannounced | AA Open World Action Game | PC & Console
Lead Level Designer | team of 50+ | current project

Iron Harvest: Operation Eagle | Standalone Addon | PC & Console
Game & Level Designer | team of 60+ | ~ 5 months

Iron Harvest: Rusviet Revolution | Story DLC | PC & Console
Game & Level Designer | team of 60+ | ~ 3 months

Iron Harvest | 3D RTS with Dieselpunk Mechs | PC & Console
Working Student (2 months), Game & Level Designer | team of 60+ | ~ 2 years

Unannounced & Cancelled | 3D Action Game | PC & Console
Design Intern (6 months), Working Student (6 months) | team of 10+ | ~ 1 year

bluebox interactive | 07/2017 – 04/2018 | 9 months

Monster Menace Matthew (cancelled) | 2D Dungeon Crawler | PC
Freelance Designer | team of 4 | part time