

Zach Gonzalez

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Summary

I am a creative and resourceful team player with 4+ years experience in the game industry. Dedicated, motivated, and comfortable with both leading and collaborating in either a virtual or physical team environment. My personable communication skills combined with my positive attitude encourages fellow team members to strive for excellence in all aspects of game development. I am an avid gamer with strong passion for video game production.

Skills

- Known for ability to troubleshoot and problem solve design, art, or production issues
- Able to set realistic milestones and help identify the processes necessary to achieve them
- Team focused mindset and approachable personality
- Outstanding communication skills, both verbal and written
- Multi-tasking in a high pressure environment
- Consistently able to meet or exceed team requirements for all tasks
- Quality assurance testing and Fogbugz database management

Professional Experience

Ready at Dawn Studios - Irvine, CA July 2007 - Jan. 2010
3-D Environment Artist / Level Design

As an environment artist I was in charge of all of the background art that went into each of my game levels. I took full ownership of each level I worked on, from design blockout to final art.

Credited Titles:

God of War: Ghost of Sparta (PSP) - 2010
God of War: Chains of Olympus (PSP) - 2008

- Helped develop and define art production pipeline for God of War: Ghost of Sparta
- Assisted producers with asset management tracking and scheduling
- Collaborated with designers to create fun & exciting game levels
- Worked directly with concept artists to achieve visually stunning environments
- 3-D Modeling, UV-mapping, texturing, level design

Blizzard Entertainment - Irvine, CA Jan. 2005 - April 2006
Game Master Specialist

While attending college I worked as in-game customer service for World of Warcraft.

- Provided superior in-game support to players
- Restored in-game items & characters to hacked accounts
- Provided logistical and technical support for Blizzcon 2005
- Play-tested World of Warcraft for each major milestone

Education and Professional Development

Bachelor of Science, Game Art & Design June 2007
The Art Institute of California, Orange County

Project Management Institute member 2010

Affiliations

International Game Developers Association 2003 - 2010

Eagle Scout, Boy Scouts of America 2001

Software Proficiencies

- Microsoft Office Suite
- Microsoft Project
- Maya
- Adobe Creative Suite
- Adobe Premiere
- Fogbugz
- Perforce
- PSP, XBOX360, & PS3 Development
- Basic Knowledge of CSS / HTML