

Zachary Shewbart

Technical Designer / Game Designer

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SUMMARY

Technical and Game Designer pursuing a Master of Interactive Technology with a specialization in **Level Design at SMU Guildhall**. Experienced in designing and implementing gameplay systems, features, and prototypes using Unreal Engine 5 and Blueprint scripting. Skilled in **systems design, gameplay implementation, rapid iteration, and cross-disciplinary collaboration**, with experience leading teams and delivering player-focused experiences from concept through polish.

EDUCATION

SMU Guildhall

Master of Interactive Technology, Specialization in Level Design

Dallas, TX

Expected May 2027

Texas A&M University

Bachelor of Science, Computer Science, Magna Cum Laude
Minor, Mathematics

College Station, TX

May 2025

SHIPPED TITLES

Hamsterballin'

Guildhall GameLab

Technical / Level Designer

January 2026 – May 2026

- **Designed and implemented** race tracks in **Unreal Engine 5**, delivering complete playable experiences from initial concept through final iteration.
- **Integrated** gameplay systems, race logic, and interactive events using **Blueprint visual scripting**, creating engaging and functional gameplay sequences.
- **Collaborated** with designers and engineers to **analyze playtesting feedback**, refining track flow, gameplay balance, and overall player experience.

PROJECTS

"Volition"

Starfield: Creation Kit

- **Designed and developed** a custom gameplay mechanic for a **Starfield Creation Kit** mod using **Papyrus scripting**, creating a unique interactive experience while meeting professional-quality gameplay requirements.
- **Built** a complete quest-driven level featuring custom environments, gameplay logic, and scripted interactions in the **Starfield Creation Kit**, delivering a polished, fully playable gameplay experience.
- **Managed** project scope and iterative development independently, refining gameplay systems through testing and debugging to satisfy production milestones and robust gameplay standards.

"Chitty Chitty Bang Bang"

Half-Life 2: Hammer++

- **Designed and developed** a high-octane **rail shooter minigame** in Hammer++, combining scripted encounters, environmental destruction, and carefully staged targets to create a fast-paced, replayable experience.
- **Engineered and balanced** a custom **dynamic scoring system** that awards points for enemy kills and environmental destruction, using playtesting and score variance to tune values and reward player mastery.
- **Rapidly prototyped and iterated** on gameplay logic, encounter pacing, target placement, and player feedback using **Hammer I/O and scripting**, emphasizing technical and systems design within the Source Engine.

SKILLS

Languages & Tools: C++, C#, Lua, Papyrus, Blueprint Visual Scripting, Git, Perforce

Software & Engines: Unreal Engine 5, Unity, Starfield Creation Kit, Hammer++, Visual Studio, VS Code

Methodologies & Concepts: Level Design, Gameplay Systems Design, Technical Design, Rapid Prototyping, Playtesting & Iteration

Professional: Leadership, Cross-Discipline Collaboration, Documentation, Problem Solving