

# ZACHARY BAPTISTE

Game Designer

Waianae, HI 96792 || Willing to relocate

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<https://www.zacharybaptiste.com/>

## SKILLS

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- Unreal Engine
- Unreal Engine's Blueprints
- Game/level design pipeline
- Level design principles (leading lines, lighting, block mesh, etc.)
- Produced game project from beta to gold development cycle
- Rapid prototype iteration
- Playtesting and debugging
- Jira/Confluence
- Technical documentation
- Multi-task and prioritize tasks
- Version control software (Perforce, Github)
- Teamwork and collaboration
- Adaptable, fast-learner
- Reliable and motivated to work
- Data sets
- Strong communication skills
- Works well under pressure
- Microsoft Office

## EXPERIENCE

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### LEVEL/MECHANIC DESIGNER, THE IRON TOE

January 2025 - Present

*Full Sail University, Waianae HI*

- **CREATED** a game in Unreal Engine in collaboration with four other designers over the course of four months. Also created initial design documentation and rapid prototype which was chosen to progress to a more polished and refined 10-minute final product.
- **SCRIPTED** combat systems, player abilities, enemies, level events, feedback events and main/pause menu functionality.
- **DESIGNED** multiple iterations of level two, onboarded player defensive ability. Implemented enemies and props in block mesh before using finalized art assets.

### LEVEL/MECHANIC DESIGNER, ENDLESS DREAMS

March 2025

*Full Sail University, Waianae HI*

- **CREATED** a game in Unreal Engine in collaboration with three other designers to fulfill and fit the themes of Full Sail's 24-hour Hall of Fame 15 Game Jam.
- **SCRIPTED** lane swapping and jump mechanic of player character, sound effects, and all menu/UI functionality.
- **RESEARCHED** animation sequencing and helped debug player character animation blueprint to get it functional.

### LEVEL/MECHANIC DESIGNER, EXHIBITION ESCAPADES

November 2024 - November 2024

*Full Sail University, Waianae HI*

- **CREATED** a single level game in Unreal Engine over the course of a month in a solo project.
- **DESIGNED** all iterations of level from start to finish. Level was left in block mesh to focus on functionality and principles.
- **SCRIPTED** player lockpick ability, enemy AI, obstacles, playtest metrics tracking.

## EDUCATION

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### Bachelor of Science in Game Design (B.S.)

May 2025

*Full Sail University, Winter Park FL*

- Cumulative GPA 3.89