Zachary Fugere

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Software

- Radiant
- Unreal Engine 5
- Unity
- Illustrator
- Photoshop
- Jira

Skills

- Level Design
- Documentation
- Feedback
- Collaboration
- Iterative Design
- Innovative

Work Experience

Level Designer

PUBG Madision   June 2024 – Present

- Designed a range of multiplayer spaces for a Battle Royale map from of small building interiors to large scale map layout
- Designed multiple major point of interests and ensured a cohesive layout of the whole map
- Collaborated with the QA team to establish multiple playtest workflows allowing for iterative design of buildings and POIs, and directed environment artists on design best practices

Level Designer

High Moon Studios   November 2020 – June 2024

- Designed multiplayer spaces for Call Of Duty Warzone
- Oversaw the design of major point of interests from top down sketches and blockout through ship
- Worked closely with art team to deliver engaging and realistic environments
- Contributed to the releases of **Warzone: Verdansk '84, Warzone: Caldera, Fortunes Keep, Warzone 2.0: Ashika Island, Warzone 2.0: Urzikstan**

Level Designer

Modded Skyrim Level - Individual   December 2019

- Designed and constructed level and critical path
- Scripted enemy encounters and added navigation patrol patterns
- Populated level with world details, loot, and places to explore

Level Designer

Modded Half-Life 2 level - Individual   April 2019

- Designed and documented level layout
- Constructed level architecture and texturing
- Created triggered events such as enemy ambushes, explosions, and destructible environments

Education

Champlain College, Burlington, VT   Graduation: May 2020
Bachelor of Science in Game Design