

Zachary Fugere

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PROFESSIONAL SUMMARY

Senior Level Designer with extensive AAA experience designing multiplayer gameplay spaces, points of interest, buildings, and large-scale battle royale environments. Proven experience shipping multiple AAA titles and developing content for live operations and live service environments. Proficient in Unreal Engine 5 and Radiant.

CORE SKILLS

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|------------------------------|----------------------------|-------------------------|
| • Unreal Engine 5 | • Radiant | • Unity |
| • Multiplayer Level Design | • POI Design & Development | • Blockout & Greyboxing |
| • Design Documentation | • Playtesting & Iteration | • Art Collaboration |
| • Design Feedback & Guidance | • Jira | |

PROFESSIONAL EXPERIENCE

Senior Level Designer | PUBG Madison

June 2024 – Present

- Designed multiple points of interest, buildings, and houses for a battle royale map.
- Collaborated with the team to establish multiple playtest workflows, enabling iterative design of buildings and POIs.
- Directed environment artists on design best practices and provided feedback and guidance to other Level Designers.
- Contributed to macro map design and the release of **PUBG: DED.Net**.

Level Designer | High Moon Studios

November 2020 – June 2024

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

PERSONAL EXPERIENCE

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 including enemy ambushes, explosions, and destructible environments.

EDUCATION

Bachelor of Science in Game Design | Champlain College, Burlington, VT

Graduation: May 2020