

JUSTIN ZANT

GAME DESIGNER

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Education

- Bachelor's Degree in Design & Production** 2011 - 2015
- Graduated with cum laude
 - Best Game Award 2014, Best Design Award 2013
- Associate Degree in Game Design & ICT** 2006 - 2011
- Producer on multiple projects

Work Experience

- Game designer, *Spil Games*** – Game publisher/developer, Hilversum 2015 - 2019
- Worked on *Operate Now: Hospital*, *Mahjong Crimes*, and other projects
 - Created content and GDD's for concepts, features, and game economies
 - Reviewed external GDD's, pitched concepts, and held workshops
 - Analyzed data on a regular basis as part of live operations
 - Used JIRA and various live operations tools (SDK/CMS)
- Game designer (lead) & producer, 2 Student Projects** – NHTV, Breda 2011 - 2015
- Scheduled, guided, and monitored the team, created VFX
 - NoMan Mayhem; arcade brawler
 - Located at: <http://www.justinzant.com/nmm.mp4>
 - Worked on GDD's, asset creation, and playtesting the game
 - Moonscrapers; vertical tower RTS
 - Located at: <http://www.justinzant.com/ms.mp4>
- Game design intern, *Two Tribes*** – Game developer, Amersfoort 2014 - 2015
- Worked on level design and art tasks
 - Implemented art with in-house editors
 - Play tested and iterated on game design
- Game design intern, *Engine Software*** – Game developer, Doetinchem 2010 - 2010
- Worked on concept development
 - Implemented story structures with in-house editors
 - Tested the game (Mantis & Bugzilla)
- Game design intern, *Virtual Fairground*** – Game developer, Amsterdam 2009 - 2010
- Worked on game concepts within the team
 - Communicated ideas with design tools
 - Prototyped and tested the game (JIRA bug tracking)
- Part-time jobs, *Stores, hotels and catering*** – Part-time, the Netherlands 2003 - 2014
- Sold, advised, and restocked products, monitored events and prepared meals
 - Developed websites for clients & personal use

Skills & Languages

- Dutch
- English
- MS Office, Visio
- Photoshop
- Unity (C#)
- HTML/CSS
- Google Tools (sheets, etc.)
- Mantis, JIRA, Bugzilla
- Modeling (Maya/Blender)
- ZBrush
- UDK
- After Effects