Zachariah Elijah (Zach) B. Ritter

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Overview:

A storyteller at heart, and a philosopher in mentality, I'm an up and coming game designer with a strong academic background looking to gain experience in a game-design role with a company that matches closely with my values. I'm also open to opportunities that make full use of my wide range of skills and interests. US Citizen.

Skills:

- ❖ Game Design: concepts, challenges, scripting, world building, level design, narrative design, system design, playtesting, iterative/agile development, finding the fun
- ❖ Game Engines: Unity, Unreal, Game Maker Studio 2
- ❖ Programming: C#, C++, JavaScript, Python, Visual Studio, UE5 Blueprints, Git & Version Control
- ❖ Artistic: Photoshop, Krita, Blender, Maya, Substance Painter, Pixel Art, 2D Animation, Map Design, Character Design, Creature Design
- ❖ Music: Digital music composition, FL Studio, Chiptune, SFX design
- ❖ Gameplay: GM for innumerable sessions of D&D5e, GURPS, Rifts, FATE, and wrote several TTRPG game systems and supplements.

Experience:

Food Justice Change Makers, Waltham, MA
Instructor/Supervisor

- ❖ Taught and oversaw the instruction of students in a program funded by the National Science Foundation to teach Middle-Schoolers about food equity and Hydroponics.
- ❖ Worked within a team to manage and plan lessons.
- ❖ Collaborated to create and execute interactive experiences and construct hydroponic systems.

Education:

B.S. Degree in Game Design, Champlain College, VT
- Expected graduation August 2026
- Recommendations from Program Director