

## ZACHARY SCHLANGER

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### EDUCATION

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**Ringling College of Art and Design**, Sarasota FL  
BFA in Game Art & Design – May, 2017  
GPA- 3.42/4.0

**Green Meadow Waldorf School**, Chestnut Ridge, NY  
High School Diploma, June 2012

### EXPERIENCE

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**Environment Artist**, Bioware, Austin, TX, May 2017-Present

- Level layout, set-dressing, lighting, post-processing and optimization.
- Helped translate and adapt concept art into models and environments
- Worked with level and cinematic designers to accommodate and meet their needs.
- Bug fixing and troubleshooting as well as playtesting.

**Senior Thesis Project**, Ringling College of Art and Design, Sarasota, FL, 2016- May 2017

- As a solo project, created a 1 minute cinematic trailer and playable experience using Unreal 4.
- Responsible for all pre production art, worldbuilding, modeling, texturing, VFX, lighting and cinematics.
- Worked under strict deadlines and presented progress for review by faculty and guest industry professionals.
- Strengthened my skills in creating a believable and beautiful space.
- Integrated playtest results and improved the overall play experience and visual presentation.

**Environment Art Intern**, Bioware, Austin, TX, May 2016-August 2016

- Worked with a team of environment artists to model, build, and set dress new areas for SWTOR: KOTET
- Built and lit visually sophisticated spaces while coordinating with designers and other artists.
- Created a 30+ piece modular structure set for a new planet and textured them using tiling textures and trim sheets.
- Effectively completed tasks which helped complete high priority areas that were under strict time constraints.
- Rapidly adapted to using a proprietary game engine and new tools.
- Worked with a highly skilled group of individuals at a AAA studio to create a world in the universe of Star Wars.

**Instructor, iD Tech Camps-** Bronxville, NY, June 2015-August 2015

- Taught game design using Unreal Engine 4 and Source.
- Worked with a team to organize activities and discuss curriculum.
- Reviewed level design function, set-dressing, lighting, and composition.
- Encouraged collaboration in the classroom and peer review each day.

### SOFTWARE

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**Proficient Knowledge:** Unreal Engine 4, Heroblade, Autodesk Maya, 3ds Max, Zbrush, Adobe Photoshop, Adobe Lightroom, Adobe Illustrator, Adobe Premiere, Photography, Substance Painter, Substance Designer, Substance B2M, Xnormal, World Machine, Perforce, Handbrake, Hansoft.

#### Activities/Interests:

- Best of Ringling 2017 Bronze Juror's Award. Thesis elected as one of the best examples of senior work within the major.
- Thesis trailer selected and shown at GDC 2017, San Francisco, by Ringling College of Art and Design.
- Best of Ringling 2016 Reel: 3 projects included
- Interests include: photography, gaming, toy collecting, LEGOs, drawing, cooking and baking

References Available on request