

# ZACHARY LEE

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Gameplay Designer | UEFN Solo Developer | Sound Creator

18K+ Unique Players • 230K+ Minutes Played • 6 Published Projects

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## Technical Skills

UEFN, Unreal Engine, Verse, Unity, Roblox Studio, Blender (basic), Canva (UI/UX assets)

*Audio:* Sound FX design, original music composition, piano, digital audio production

*Programming & Scripting:* C#, Verse, Object-Oriented Programming, basic Lua

*Disciplines:* Level & environment design, rapid prototyping, UI/UX for gameplay, debugging, system logic, documentation

*Collaboration & Workflow:* Git / version control, iterative testing, playtesting, Agile team environments

## Education

**Florida State University** — B.S. Political Science  
Minors in Economics & Business  
Graduation: December 2024

*Relevant Coursework:* Game Theory, Data Analysis, Business Strategy

**iD Tech Camps** — Unity & C# Game Development  
Emory University, Rollins College, Vanderbilt University 2016–2018 (Summers)

- Learned foundational Unity workflows, environment design, level structuring, and scene management.
- Implemented C# scripting for basic OOP concepts.
- Experimented with 2D sprite asset creation and Unity Asset Store resources.
- Built multiple playable game
- Collaborated in a small peer group to test and iterate on designs.
- Early exposure to vehicle mechanics inspired Crazy Car Jump Obby.

## Projects

### Ultimate Gacha (In Development Release Date:)

Feature-rich prototype showcasing advanced Verse scripting and systemic design. Custom economy, trading system, rank-based rewards, persistent progression, and fully custom UI/audio. Focused on gameplay systems, state management, and scalability.

### Breacher Boxfights (Released — 3959-4036-0939)

Published multiplayer map in UEFN with 8K+ players and 100K+ minutes played. Implemented headshot-only gameplay, timers, event logic, custom UI/UX, and original sound FX. Iterated on difficulty and level readability through structured playtests and feedback loops. Tools: UEFN, Verse, Audacity, Canva.

### Crazy Car Jump Obby (Released — 8002-3555-0330)

Vehicle stunt/obstacle course inspired by early Unity projects. Reached 10K+ unique players in first month, 90K+ minutes played, 16-minute average session. Designed progressive jump difficulty curve, responsive feedback loops, and custom audio cues. Tools: UEFN, Verse, Audacity.

### Prototypes & Experiments

Block Build Battle — Grid-based Minecraft-inspired building system with snapping logic, previews, and audio feedback.

Ghost Run Parkour — Time trial parkour prototype with timer UI and ghost run replay system.

All-Time Boxfights — Rotating randomized loadout system spanning Fortnite weapon history.