

Zach Burris

Systems + User Experience Designer

Email | ZachBurrisDesign.com | [LinkedIn](#)

Looking For: A summer internship as a System or UX Designer

Skills

Game Design

Rapid Prototyping
Signifiers + Feedback
Pillars
Pacing
Engagement Types
Playtesting
Cognitive Psychology

System Design

Combat
Progression
Investment
Balancing
Excel

UX Design

Figma
Game Feel
UI Wireframes
Info. Architecture
Persona R&D
Interaction Design
Mind Mapping

Tech

Unreal Engine
Custom Engines
Unity + C#
Perforce
Subversion
JSON
Lua


Production

Scope Management
Prioritization
Leadership
Agile
Waterfall
Project Roadmaps
ClickUp

Soft Skills

Fast Learning
Time Management
Problem Solving
Self Reflection
Teaching
Conflict Resolution

Academic Projects

Design Lead | Co-Producer | Team of 22 |  | 
Tea Time's Over 9/24 - Current

Hired and led an interdisciplinary team of 22
Designed a fast-paced Combat System
Developed a progression system for in-run buildcrafting
Used Unreal Blueprints to create Gameplay Abilities
Wrote a roadmap of User Stories and organized Sprints

Tech Lead | Team of 2 |  |  | 
Instruction 1/23 - 8/23

Formed Personas and Pillars to guide development
Created an incremental Progression System
Implemented all gameplay in Unity using C# scripting
Completed TCRs to publish the game on Steam
Designed a UI layout and all art assets using Figma

Design Lead | Team of 8 | Custom Engine | 
The Stone Forager 8/23 - 8/24

Created a feature set using Personas based on research data
Designed gameplay and progression systems
Wireframed and tested UI layouts using Figma
Designed and conducted formal playtests
Scoped with consideration for limited resources

Solo Project | 
Phoenix Rain 11/23

Created a short experience focused on Kinesthetic Flow
Fine-tuned values to create a polished experience
Layered audio and visual effects to create immersion
Implemented all elements in Unity using C# scripting

Non-Academic Projects

Design Lead | Team of 4 |  |  | 
Feeding Time 8/23

Created a combat loop that reinforces a flow state
Designed UI and feedback elements to enhance gameplay
Implemented most gameplay elements using Unity + C#

Solo Project | D&D 5e Homebrew
Path System 5/24

Made a system to enhance character centric D&D elements
Designed and balanced 12 curated ability kits

Professional Work

Teaching Assistant - DigiPen Institute of Technology
CS | Game Development 8/23 - Current

Helped students scope and develop game projects
Assisted in debugging and troubleshooting C and C# code
Graded and gave constructive feedback on student work

Orientation Leader - DigiPen Institute of Technology
8/24

Helped students transition into their life at DigiPen
Independently led daily information sessions with students

Education | DigiPen Institute of Technology | B.A. Game Design | GPA 3.7 | Expected Graduation April 2026