

Zachary J Pasterski

3D Environment / Prop Artist

🖱️ www.zacharypasterski.com

✉️ zpasterski@new.rr.com 📞 19208574341

EDUCATION

Savannah College of Art and Design,

Master of Arts / Visual Effects

Mar 2019 – Nov 2020

University of Wisconsin - Stout, Bachelor of Science / Game Design and Development

Sep 2012 – May 2016

AWARDS

Eagle Scout, Boy Scouts of America

2012

Everend - 1st place for visual quality,

Intel University Showcase - GDC 2017

Everend - Player's Choice Award,

Glitch Con 2016

WORK EXPERIENCE

Green Bay Area Public School District,

Substitute Teacher

Mar 2021 – present | Green Bay, WI

Jan 2019 – May 2019 | Green Bay, WI

Using lesson plans provided by teachers to teach classes

iD Tech Camps, Instructor

Jun 2018 – Aug 2018 | Houston, TX

Teaching 3D modeling, 3D printing, and video editing

Jun 2015 – Aug 2015 | Lake Forest

Teaching level design through minecraft

PROJECTS

Everend, Senior Capstone Game [↗](#)

2011 – 2012

- team size: 12 development time: 1 year
- Design/Modeling Team - Utilized Maya, ZBrush, and Photoshop
- Worked with team leads to meet project deadlines and optimize productivity.

Heliosphere, Mobile Game Project [↗](#)

2018

- team size: 3 dev time: 2 months
- UI development and 2D animation

Master's Project,

real-time game environment [↗](#)

2020

Project time - 6 months

- Unreal Engine 4, Maya, Substance, Houdini, Megascans, Speedtree
- Involved working with faculty and utilizing feedback to craft environment.

SKILLS

Autodesk Maya

Modeling, Lighting, Animation, Texturing, Rigging

Houdini

Procedurals, Effects, Animation

Substance Painter / Designer

ZBrush

Adobe

Photoshop, InDesign, Premiere, Illustrator

Unreal and Unity Engines

Nuke

Professional Skills

Scrum / Agile, Project Management, Teamwork, Collaboration