

# Zachary J Pasterski

3D Environment / Prop Artist

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## EDUCATION

### Savannah College of Art and Design,

Master of Arts / Visual Effects GPA: 3.76

Mar 2019 – Nov 2020

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

GPA: 3.26

Sep 2012 – May 2016

## AWARDS

### Everend - 1st place for visual quality,

Intel University Showcase - GDC 2017

### Everend - Player's Choice Award,

Glitch Con 2016

### Eagle Scout, Boy Scouts of America

2012

## 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

### 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.

### Heliosphere, Mobile Game Project ↗

2018

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

### 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.

## 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*

### VR Development