

Zane Draper

Senior Game Designer

Contact

[linkedin.com/in/zdraper](https://www.linkedin.com/in/zdraper)

Skills

Programming
Software Development
Gameplay Scripting
Movement Design
Technical Design
Gameplay Design
Combat Design
Prototyping
Documentation
Mentoring

Tools

Unreal Engine 4
Unreal Engine 5
Unity 2017+
Confluence
Git / Perforce
Jira / Jenkins

Languages

C# (.NET) / C++
UE Blueprints
Python
TS / JS (Node)
Haxe

Education

B.S. Game Design & Development
Rochester Institute of Technology, 2017

Experience

Zenimax Online Studios

(March 2024 - July 2025)

SENIOR TECHNICAL DESIGNER - 3C's - Unannounced AAA Game (MMORPG)

- Led implementation of core Player and AI movement mechanics in a dynamic, movement-focused game
- Embedded with Combat, Abilities & Gameplay teams for 3C's integration
- Designed tool systems and technical documentation in a proprietary game engine
- Integrated networked MMORPG architecture into all Player & AI systems
- Supported feature development in collaboration with Design and Engineering teams

Lost Boys Interactive

(September 2022 - Jan 2024)

GAMEPLAY / TECH DESIGNER - 3 Unannounced AAA Games (FPS & Colony Sim)

- Owned and refined the 3C's (Character, Camera & Controls) in Unreal Engine 5
- Point of contact for owned features and pitched to leadership/stakeholders
- Prototyped weapon systems in 2 FPS titles, focusing on combat integration/balance
- Led feature implementations in combat, cinematics, and tooling
- Implemented tools and solutions in UE4 for Gameplay and Level Designer needs
- Refined/Enforced scripting standards across Design team
- Facilitated collaboration between Engineering, Art, and Design teams
- Provided technical documentation for new systems

Workinman Interactive

(September 2017 - September 2022)

SENIOR GAME DEVELOPER - 2 Mobile Games

- Led large feature implementation and game deployment in Unity 3D
- Led team management, planning and delegation of tasking on 2 mobile titles
- Mentored new developers on best practices and implementation

GAME DEVELOPER - 12+ Mobile / Web Games

- Led or supported full cycle development of mobile and web games
- Developed for multiple platforms - mobile, desktop, web, AR, VR, installation
- Shipped over a dozen titles with major contribution in gameplay, UI and server development.
- Worked within a diverse internal team, and with client side support
- Developed R&D prototypes to expand company expertise and library

Frontwire Studios

(December 2016 - September 2017)

GAMEPLAY DEVELOPER - Galaxy In Turmoil

- Designed & prototyped weapon and vehicle mechanics for a large scale fps
- Implemented networked replication of weapons for 32 player gameplay
- Worked with a large international team across 11 time zones