

Zach Bohn

Principal Tech Designer

 zachbohn@msn.com

 zachgamedev.com

 linkedin.com/in/zachbohn

Who Am I?

- AAA Developer with 10+ years of experience
- Shipped on PC, Console, VR, and Mobile.
- GDC speaker
- University mentor/outreach
- Adjunct professor

A veteran Technical Designer who has helped build some of the biggest AAA Open World & Story focused RPGs of the generation.

I strive to design and build accessible game-play systems that engage players in the worlds we create.

Recent Experience

Star Wars: Zero Company - Principal Technical Designer Bit Reactor | 2023-Current

Embedded within the UI and Strategy Teams, I assist in designing core progression systems and collaborating/mentoring with UX Designers to build functional prototypes in-game within Unreal UMG. I continually iterate, polish, and maintain Strategy systems ranging from character progression, enemy progression, economy sources, tutorials, customization and holotable content. I additionally provide support designing enemy behaviors, tactical interactables, NPC HUBs, and diagetic interfaces.

God of War Ragnarok: Valhalla - Sr. Staff Technical Designer Sony Santa Monica | 2023

With Valhalla I stepped into a leadership role for the UI team, managing a team of 5. I drove the wireframes for all core menus of this rogue-like experience, along with implementing half of these system. I lead daily standups, bug triage, plan sprints for the whole UI team, and interfaced with other departments.

God of War Ragnarok - Sr. Staff Technical Designer Sony Santa Monica | 2019-2023

For Ragnarok I was responsible for creating the architecture for the UI as well as implementing a wide variety of UI systems, from full vendors/shops, to progression systems, accessibility, HUD features and more. As part of my responsibilities I interface with various teams, mentor junior developers & oversee the long-term technical plan for UI tools and workflows. I occasionally will drive the wireframe process, author VisualScript solutions and collaborate with external teams.

Cyberpunk 2077 - UI/UX Designer CD Projekt Red | 2019

Marvels Spider-Man- UI/UX Designer Insomniac Games | 2016-2019

Skills

Design

- Systems Design
- Progression Design
- Enemy Design & Behavior
- Combat Interactables
- Tweaks/StaticData
- Combat Game Balance
- Gameplay Ability System (GAS)

UX/UI

- UI Architecture
- Wireframes/Layout
- Rapid Prototyping
- User Tests
- Localization
- Accessibility
- Designing for Console

Languages

- C#
- AS3/Scaleform
- Lua
- Javascript
- Visual Scripting
- UMG/Blueprint

Architecture Experience

- Core UI - Lists/Buttons/Sliders/etc.
- Messaging & Tutorial Systems
- Dialog & Banter Systems
- Digital Card Game Engine
- TextParsing & Script Development
- Animation State Machines
- Hot-Reloading Data
- MVVM
- State Machines
- Behavior Trees

Software

- Photoshop
- Illustrator
- Maya
- Perforce
- Jira
- Excel
- Unreal
- Figma