



Zach Phillips

Systems, Gameplay, & Tools

Designer and C#/C++ Engineer who loves making deep, interconnected systems as well as tools to improve the productivity of my teams. Experienced in project and team leadership with a constant desire to learn and grow in my field.

About Me

While you can find me grinding another turn in Civ 6, telling myself one more run in Hades, or blasting through levels in Neon White, the one thing always bringing me back is the narrative. I love a good story in games, no matter the form they take. To me, games have always been more than just a medium for entertainment. They can be storytellers, learning opportunities, and gateways to new adventures. I love to make experiences that break boundaries and I hope to impart a lasting impression on all that play my work.

Contact

Email

zphillips146@gmail.com

LinkedIn

[zachary-phillips146](https://www.linkedin.com/in/zachary-phillips146)

Website

zphillipsgames.com

Skills

Unity, C#, Unreal, C++, Agile, Jira, Notion, Technical Documentation, Optimization, Localization, Project Management

Education

2020

Game Design Major,
Game Programming Minor
Champlain College

Experience

2020 - Present

Serenity Forge

Publishing Tech Lead (Jul 2023 - Present)

Transferred departments to help with Publishing efforts and explore development opportunities on the other side of the company. After a few months of being in a non-lead role I was promoted to Publishing Tech Lead to lead multiple publishing projects from the engineering side. Focusing on empowering my team to reach their goals by knocking down roadblocks, researching future projects, and communicating their needs to other parts of the publishing team.

Engineering Lead (Jun 2022 - Jul 2023)

Promoted to Engineering Lead for Homestead Arcana in the second half of development which continued past launch for our development team. Led contact and directed the external porting, QA, and LQA studios across multiple time zones and countries. Enabled new testing workflows and managed the backlog of tasks to pass milestones and send out deliverables on time. Led and directed engineering efforts for maximum efficiency and team workflow as well as creating and maintaining a library of useful tools and documentation for future projects.

Game Engineer (Nov 2020 - Jun 2022)

Joined the Serenity Forge team to work on Homestead Arcana. Created various tools for designers and artists to use to improve their workflow including a branching dialogue system to allow for node based editing of localized dialogue with VO and a player action tracking system that hooked into a quest system to empower easy creation of tracked objectives and tasks. Eventually gained more responsibility as team size changed and owned various large and interlocking systems.

2016-2020

Various Companies and Institutions

Design, Engineering, Instructor

Through college I proactively sought various internships and jobs with the intent to diversify my experience to make myself a better candidate in future positions. I was an instructor at iD Tech for multiple summers teaching many clients in multiple repeating sessions on the basics of Unity/Unreal Engine. This often also included teaching the clients coding fundamentals in C#/C++. I also worked in various paid student developer positions with companies such as Frame Interactive, where I reworked public/internal game development tools for Unity projects.

Recent Projects

HOMESTEAD ARCANA

Engineering Lead

Become an adventurous spell-wielding Witch and venture into the frontier corrupted with Miasma. Discover the secret behind its mysterious appearance, build your homestead, and power up your spells with nature to heal the land.

Joined after initial design and worked on various interlocking systems such as quest, dialogue, and mail. Eventually moved into a leadership role on the team and my responsibilities expanded to cross-studio collaboration, management, and optimization for release.

EZPZ BRANCHING DIALOGUE TOOL

Solo Developer

Easily create branching dialogue and narrative events with this easy to use visual node based tool! Perfect for the small developer looking to make a big impact. Easily expand the system to fit your personal needs, including localization and event triggering.

Created by myself to add my product to the Unity Asset Store. Had 100+ downloads and 4 stars before I depreciated the asset. Was my first step into professional tools creation and I took the lessons I learned there and applied them to my work in future projects.

GUILDED

Lead Designer & Product Owner

Guided is a procedurally-generated guild management game. Gather brave adventurers and grow your guild! Complete quests, make gold, and lead your adventurers as they battle their biggest threat yet - interpersonal conflict!

Created for Champlain College Capstone. Worked with a interdisciplinary team of 13 for ~30 weeks while juggling other courses to make this vertical slice. Personally lead team meetings and direction of our most ambitious systems: adventurer relationships and dynamic quests.