

ESTEBEN ZALDIVAR

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Lead Technologist & Senior Designer with more than 12 years of experience creating immersive applications.

EXPERIENCE

SEPT 2021 – PRESENT

LEAD DESIGNER / LEAD TECHNOLOGIST BOOZ ALLEN HAMILTON

- Leading Immersive (VR/AR/XR/DigitalTwin) Projects across multi-disciplinary teams and coordinating designers, engineers, and artists in our journey to craft break-through experiences for government clients.
- Overseeing developer tasks and delivery of cutting-edge immersive applications from conception, through the production cycle, and to client delivery.
- Work closely with leadership to forge partnerships, support engagements, and collaboration with Booz Allen Hamilton's Strategic Innovation Group (SIG) and Market Sectors.

SEPT 2018 – 2021

IMMERSIVE DESIGNER / STAFF TECHNOLOGIST BOOZ ALLEN HAMILTON

- Designing VR/AR experiences for the military and real-world application.
- Collaborating with the Lead Designer and an agile team to produce immersive content.
- Overseeing implementation of main gameplay features and user interfaces.

JULY 2015 – JUNE 2018

GAME DESIGNER / LEVEL DESIGNER / WORLD BUILDER PORTALARIUM

LAUNCHED SHROUD OF THE AVATAR (MMO RPG)

WWW.SHROUDOFTHEAVATAR.COM

- Created in-game maps/levels from initial concept/white boxing to completion. Responsible for over 40+ unique level designs, from open world to dungeons.
- Collaborated with the Lead Artist & Creative Director (Richard Garriott) to achieve the vision/aesthetics while maintaining strict deadlines.
- Artistic eye for detail, with strong scene compositional skills focusing on telling a story.
- Built, texturized, lighted, and decorated natural, terrain based exterior/interior environments.
- Worked with kits/modular sets to create unique dungeons, caves, and iconic locations.
- Spawned Maps with resources, interactive objects (traps, obstacles), and creatures. Setup AI waypoint paths, spawn locations, location discoveries, scene exits and markers.
- Communicated with Quest Designers to prepare events and ensure gameplay elements were present.
- Artistically crafted the hand-drawn in-game mini maps for all the levels we designed.

FEB 2014 – AUG 2014

GAME DESIGN INTERN, TEAM CHAOS

LAUNCHED DRAGON RAIDERS, LOOT RAIDERS, SPACE COLORS, CAT VS. ALIENS (IOS, ANDROID)

- Assisted in the game design pipeline by communicating/assisting the Creative Director. Worked within Unity Engine to design levels for mobile games. (match 3, runners, casual, strategy)
- Provided system design and set up interactive gameplay elements
- Assisted in QA of games including testing, and bug hunting on upcoming titles.

EDUCATION

CLASS OF 2015

(B.S) RADIO TELEVISION & FILM,
Concentration in Game Design

UNIVERSITY OF TEXAS - AUSTIN
2014 LOFT Video Game Innovation Fellowship

PERSONAL GAME/APP PROJECTS

*The following projects were developed under a team, supervision of a professor, or as an independent project at the University of Texas.

Perpetual Labyrinth - A game mod for Skyrim built using the Creation Engine. The mod contains original levels and quest lines.

Jotunheimr - A level world built in Unity accompanied by 3d models built and texturized in Maya.

Interactive Solar System Application – An educational interactive app meant to promote scientific awareness with a focus on Solar System exploration.

Glorious Fist - A side-scroller adventure sword-fighting game built in GameSalad. This was the first game I ever produced a game with a team of 2 people.

Quantum - A side-scroller puzzle game designed in Unity with a team of 5 people for the Capstone Class in Game Dev. Submitted for SXSW 2014.

PROFESSIONAL AWARDS

2019 – OCULUS LAUNCHPAD RECIPIENT

1 of 100 developers nationwide admitted into the Oculus Launchpad 2019 Program.

Consisted of a bootcamp tied with developer sessions and peer support centering on promoting independent virtual reality developers and giving them the tools to take their ideas further and to a broader audience.

2023 – BOOZ ALLEN HAMILTON (VIP AWARD) – HIGHEST INDIVIDUAL AWARD TO AN EMPLOYEE

The Booz Allen Hamilton VIP Award is the firm's most prestigious individual award. It recognizes employees who go above and beyond the scope of their work and demonstrate the firm's purpose and values. Less than one percent of the firm's 26,000 employees receive this award every year.

SKILLS/TOOLS/EXPERTISE

- **Unity Engine** proficient with experience in **Unreal Engine, Creation Engine and CryEngine.**
Knowledge of 3d modelling software including **Maya, Max, Speedtree, and Probuilder.**
- Experienced with the **Adobe Creative Cloud Suite.**
- Knowledge of **C# scripting** and logic necessary for implementing **gameplay encounters.**
- Fluid in version control, task management software and bug tracking software including **Perforce, Plastic SCM, TeamCity, Jira, Atlassian Confluence, SourceTree and Git.**
- **Artistic eye, passionate, and creative designer.**
- **Great leader** that excels working with a team, alongside assisting teammates to achieve project goals.
- **Efficient and quick learner** great at **learning new tools and adapting** to the everchanging technology environment.

CLEARANCES

- Level Secret – Clearance (DoD)

LANGUAGE PROFICIENCIES

- English (Proficient)
- Spanish (Proficient)

ACTIVITIES

- IGDA Austin / Unity Austin Meetup
- Austin Indie Game Developers
- VR Austin (Side-project VR Developer)
- Game Worlds
- Oculus Launchpad / Meta Developer Program

References available upon request