

Neil Nicholson

Game Designer

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Professional Summary

Game designer with a systems-focused background, experienced in designing and implementing gameplay across multiple genres. Strong understanding of the design and development pipeline, with hands-on experience in Unity and C#. Interested in progression systems, player-driven mechanics, procedural content generation and iterative design.

Work History

Dream Foundry Games - Game Designer / Unity Developer

Pittsburgh, PA - July 2020 - Present

Led and contributed to gameplay design and development across multiple genres, with experience building loot systems, item stat progression, and procedural systems, including:

- Horror puzzle as Project Manager/Designer/Developer
- Equipment-management roguelike as Lead Designer/Lead Developer
- Extraction FPS as Designer/Developer
- Fantasy-themed on-rails shooter as Developer/Designer
- Tactical FPS MOBA as Developer
- 2D side-scrolling shoot 'em up as Developer
- Tabletop RPG software as Developer

American University - Graduate Assistant, Institute for IDEAS

Washington, DC - January 2022 - May 2022

Worked on an Interdisciplinary research team to develop augmented reality software using Unity3D to assist remote physicians guide surgical processes.

Upwork - Freelance Unity Game Developer

Remote - May 2019 - Oct 2019

Developed or implemented isolated game components such as loading menus, combat systems, inventory systems, and other UI elements for multiple projects.

Neil.Nicholson.NY@gmail.com

607-262-0312

NeilNicholsonNY.wixsite.com/website

ProspieGames.itch.io

Skills

Experienced in:

- Unity
- C#
- Python
- Steam
- Project Management
- Game Prototyping

Familiar with:

- Java
- Javascript
- C
- C ++
- Photoshop

Education

American University

Washington, DC

Master of Arts: Game Design

2021-2023

Earlham College

Richmond, IN

Bachelor of Arts: Computer Science

2015-2019