Nick Robison

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Portfolio: NickGameDev.com

Career Objective

To craft finely tuned systems that power dynamic interactions between users and the digital space.

Professional Qualifications

- Systems/Technical Design
- Scripting
- Experience Design
- Quality Assurance
- Team Project Management
- Agile Development

Tool Proficiencies

Proficient	Familiar
Unity Engine	Unreal Development Kit
C# Scripting	C++
JavaScript	Premiere
Excel	Photoshop
Illustrator	Maya
TortoiseSVN	3D Studio Max

Development Experience

Shadowfuse

Designer of a third-person puzzle game where players manipulate light sources to cast shadows that can be used as paths to traverse the environment. Responsibilities included mechanic design and level design.

Professor Stretch

System designer for a platformer game where players use stretchy arm powers to swing around and rescue their lost students. Responsibilities included design of the stretchy arm mechanic, environmental mechanics, level design, and QA.

Elemenders

Creator of a strategy board game where players use tactical terraforming to gain the advantage over opponents. Responsibilities included design, programming, and QA.

ATHENA

System designer of a first-person puzzle game featuring an AI possession mechanic and many different robot interactions. Responsibilities included design of possession system, robot abilities, puzzle design, and QA.

Extreme Fly-Fishing

Systems designer for an endless-runner-style mobile game where players use their fishing rod to launch themselves into the sky. Responsibilities included design of the casting system, design of the score system, and QA.

Education

Bachelors of Science, Game Design - Champlain College

Interests

Video games, tabletop games, parkour, kayaking, fencing, PC building