# Damien M. Nichols

Inventor • Electrical Engineer • Game Developer • Creative Technologist • Visual Systems Architect

## Professional Summary

Multidisciplinary electrical engineer, inventor, and creative technologist with over a decade of experience spanning AAA game development, advanced electronics, software systems, visual art, narrative design, and experimental science communication. Former Call of Duty game developer with deep experience in large-scale production pipelines and real-time systems. Known for bridging hard science with creativity, translating complex systems into functional products, immersive experiences, and accessible narratives.

## Core Skills & Expertise

**Engineering:** Electrical Engineering, Circuit Design, Embedded Systems, Electronics Diagnostics, Power Systems, Reverse Engineering
**Software & Games:** AAA Game Development, Real-Time Systems, Debugging, Optimization, Tool Development
**Creative Technology:** Creative Direction, Visual Systems, Narrative Design, Worldbuilding, UX Thinking
**Research:** Systems Theory, Quantum Concepts, Quantum Biology, AI Ethics, Scientific Communication
**Art & Media:** Film Art Direction, Fine Art Painting, Cityscapes, Concept Art
**Leadership:** Cross-Disciplinary Collaboration, Mentorship, Problem Solving

## Professional Experience

**AAA Game Developer – Call of Duty Franchise (10 Years)**
Contributed to large-scale AAA titles, collaborating across engineering, art, and design teams. Solved complex systemic bugs, optimized performance, and supported full development lifecycle from pre-production to live support.

**Electrical Engineer & Electronics Specialist**
Diagnosed, repaired, and reverse-engineered advanced electronic systems. Served as on-call problem solver for complex hardware failures.

**Inventor & Independent Technologist**
Designed experimental hardware and software systems blending electronics, AI, and creative interaction. Developed prototypes from concept to proof.

**Author & Science Communicator**
Author of long-form science-based speculative nonfiction exploring quantum mechanics, biological networks, AI, and systems consciousness.

**Film Art Director & Fine Artist**
Created visual narratives, cityscape painting series, and cinematic science concepts grounded in realism and futurism.

## Education

Bachelor of Science – Electrical Engineering, California State Polytechnic University, Pomona
Associate Degree – Electronics & Computer Technology

## Career Directions Supported

Electrical Engineer • Creative Technologist • R&D; Engineer • Game Systems Engineer • Technical Director • Inventor • Science Communicator • Film Art Director • Futurist • Systems Thinker