

Nicholas Bukdahl

Copenhagen, Denmark

+45 61 33 24 01

Game and level designer

nicholasbukdahl@outlook.com

linkedin.com/in/nicholasbukdahl

nicholasbukdahl.com



PROFILE

As a fun, creative and passionate game design graduate, I have experience with creating thrilling gameplay experiences for my players. Using the correct tools and methods, I can analyze and adjust according to players' feedback for a well-balanced and consistent experience. I am a result-oriented team player that has experience working in small teams through studies and internships. I have kept an up to date level- and game design philosophy and I strive to stay innovative.

EDUCATION

2014 – 2016 | MSc. Medialogy with specialisation in Games at Aalborg University, Denmark

The Master's has allowed me to focus on the science of games and to have a corporate collaboration with LEGO on exploring the free-build experiences. The project gave me practical experience with research and development of a product, which I applied when interning at DADIU.

Here I worked as a level designer, part of a team of 16, to develop a game created in Unity. I was responsible for the development, implementation and balancing of levels based on feedback from QA. The game was released and nominated for "Spilprisen 2016" in the category Best Showcase. The internship allowed me to use my experience from working in large teams and cross-disciplinary communication skills that I developed as a medialogist.

2011 – 2014 | BSc. Medialogy at Aalborg University, Denmark

During my Bachelor's I have obtained a general understanding of media technology and media science on both a theoretical and practical level with the interest of specializing in the science of games.

This became especially relevant during my 5th semester when I worked with game- and level design in an asymmetrical multiplayer game titled "The Eye of Sauron". A player would play as the Eye using an Oculus Rift, with the objective to eliminate the hobbits (other players) before they destroyed the Eye.

My bachelor project titled "Augmentation of Board Games Using Smartphones" focused on social presence in board games and if there was a difference when playing a digital augmented version versus a traditional board game. The project report was developed into a paper and published at HCI International 2015.

WORK EXPERIENCE

2012 – 2016 | Senior Sales Associate | GameStop Esbjerg & Copenhagen



Responsible for selling and providing customer service to a wide range of customers in a very competitive market.

- Advised customers on purchases, trades and pre-orders.
- Met and exceeded weekly KPI numbers.
- Member of award winning Best Sales Team Denmark 2015.

2015 – 2015 | LEVEL DESIGNER | DADIU (Internship)



Member of the lead team for the game “Spoken” with responsibility for level design and level implementation in Unity.

- Level balance based on QA feedback.
- Environmental & light design.
- Minor AI scripting & gameplay programming (C#).
- Game released on [App Store](#) and [Google Play](#).
- Nominated for [Spilprisen 2016](#) in category Best Showcase.

TECHNICAL SKILLS

Language	Years' experience	Skill level
C#	2	Intermediate
Python	2	Intermediate
LUA	1	Novice
XML	1	Novice

Software	Years' experience	Skill level
Unity3D	4	Expert
Unreal Engine 4	2	Intermediate
SourceTree	2	Proficient
Photoshop	6	Proficient
Autodesk Maya	3	Intermediate
Autodesk 3ds Max	3	Intermediate

VOLUNTEER

2015 – now | Organizer | Nordic Game Jam

Member of core-organizer team with responsibility for the infodesk, through which over 900 participants were checked in.



- Worked with location partner to ensure network stability.
- Verified presentation rooms and their technical specifications.

2012 – 2014 | Board Member | Student Society at Aalborg University Esbjerg

The student society in Esbjerg is only a small group of people. However, these are some of the most eager people to do their best in creating events for students and speaking on their behalf's at campus meetings.



LANGUAGES

Danish	Native
English	Professional working proficiency