Nicholas Bukdahl

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PROFILE

I am a result-oriented team player that has experience working agile and cross-disciplinary in small and larger teams. I utilize tools and methods to fine-tune my tech for a consistent user experience. I have a passion for developing ideas into products and I thrive in projects that demand innovative solutions developed in cooperation with colleagues.

WORK EXPERIENCE

2016 – 2017 | Game Designer | NapNok Games

Worked on currently unreleased projects, some of which are still unannounced.

- Game designer on *Frantics* – PlayLink for PlayStation 4 *(in development)*
- Game & level designer on *Sinking Feeling* – PlayStation VR *(in development)*
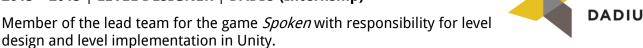- Worked in a cross-disciplinary and agile workflow with teams of 6 - 40 people

2012 – 2016 | Senior Sales Associate | GameStop

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
- 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.

- Agile development
- Level balance based on QA testing and feedback
- 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
Object Oriented – C#	2	Novice
Web – HTML, CSS, XML	2	Novice
Version Control – Git, SVN	3	Intermediate
Microsoft Office	7	Expert
Photoshop	6	Proficient

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 interactive media 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 user tests. 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 broad understanding of media technology and media science on both a theoretical and practical level with the interest of specializing in the science of interactive media.

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.

VOLUNTEER

2015 – 2017 | 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 at campus meetings.

LANGUAGES

Danish   Native
English   Professional working proficiency

References available upon request