Nicholas Bukdahl

Game and level designer

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PROFILE

I am an experienced game designer who is familiar with established design principles, but not afraid to experiment and explore new ideas to create truly fun and engaging gameplay. I keep my skills up-to-date by continuing to study, create, fail and learn from my experiences, as I strive to stay innovative with my designs. I am a social team-player that has a burning passion for creating games, sharing ideas and making friendships.

TECHNICAL SKILLS

Language / Software	Years' experience	Skill level
Unity3D	4	Intermediate
Autodesk Maya	3	Novice
Photoshop	6	Proficient
Object Oriented - C#, Python	2	Novice
Version Control – Git, SVN	3	Intermediate



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

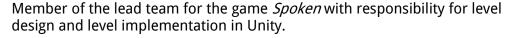
2012 - 2016 | Senior Sales Associate | GameStop



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)





- 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.

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 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 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.



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.



厚 LANGUAGES

Danish Native

English Professional working proficiency

References available upon request