Nicholas Bukdahl

Game and level designer

Copenhagen, Denmark
+45 61 33 24 01
nicholasbukdahl@outlook.com
linkedin.com/in/nicholasbukdahl
nicholasbukdahl.com

👤 PROFILE

I am an experienced game and level designer, who loves solving technical challenges to overcome design constraints and vice versa. I study player data and behavior to improve my designs, as I strive to stay innovative. I am a social team-player who has a burning passion for creating games, sharing ideas and making friendships.

📄 TECHNICAL SKILLS

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

💼 WORK EXPERIENCE

2016 – 2017 | Game Designer | NapNok Games

Worked with various unreleased and top-secret projects, some of which are currently unannounced.

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

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 in Best Showcase at Spilprisen 2016

2015 – 2015 | Interactive Experience Designer | LEGO (Internship)

Designed and developed interactive experiences that attempt to merge the physical and digital world of play.

- UX / UI Design
- Developed prototypes in Unity using C#

📚 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 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

2017 – now | Instructor | Coding Pirates Vanløse

Teaching kids (7 – 14) programming (C#) and game development (Unity).

- Organizing and coordinating lecture material amongst instructors
- Instructing 15+ kids each week and assisting with bugs the kids might have in code or through Unity

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

💬 LANGUAGES

Danish	Native
English	Professional working proficiency

References available upon request