

# Nicholas Bukdahl

Game and level designer

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## PROFILE

To create truly fun and engaging gameplay, I challenge established design principals, break the rules and bend them to my advantage. 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 super social team-player that has a burning passion for creating games, sharing ideas and making friendships.

## TECHNICAL SKILLS

Language / Software	Years' experience	Skill level
C#	2	Intermediate
Unity3D	4	Expert
SourceTree / SVN	2	Proficient
Photoshop	6	Proficient

## WORK EXPERIENCE

### 2016 – now | Game Designer | NapNok Games

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



- Game - & level designer on *Sinking Feeling* – PlayStation VR (*in development*).
- Ownership of game design and gameplay features on unannounced project.
- 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.
- 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.



- 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.

## EDUCATION

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### 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

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### 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

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Danish	Native
English	Professional working proficiency