

Nicolas Williams **Game Producer**

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www.nicolaswilliams.net

Skills

Production & Project Management

- Agile Methodologies
- Sprint/Product Backlogs
- Postmortems
- Jira, Confluence, Trello
- Sprint Reviews
- Risk Assessment Reports
- Design Documents

Software & Technical

- Microsoft Suite
- Blender
- Unity3D
- Git VCS
- C, C#, C++
- Python
- Shell Scripting
- HTML, CSS, JavaScript

Recent Games

Infectant (17 developers)

9 weeks, June 2019 - August 2019

Producer - WolverineSoft Studio, Student Organization

- Collaborated with team leads to integrate tasks and schedules into Jira
- Scheduled individual, department and studio meetings, took notes, and communicated new information to relevant parties
- Handled detailed task and bug tracking across departments to assess progress towards milestones
- Organized product & sprint backlogs to streamline sprint planning and execution
- Managed and mitigated risk by proactively identifying dependencies and potential points of failure

Miner Mayhem (5 developers)

11 weeks, October 2018 - December 2019

Producer, Programmer - University of Michigan

- Adhered to an iterative development cycle based on frequent playtesting to rapidly implement and refine game mechanics
- Organized user playtesting sessions, acquired directed feedback, and discussed potential pivots with team members
- Implemented multiplayer logic and input for mini-games, handled build and debugging processes for submissions

Experience

Studio Lead & Founder

April 2019 - Present

WolverineSoft Studio, Student Organization

- Utilize technical background to identify and resolve cross-departmental dependencies on engineering tasks
- Promote clear conversation by adapting communication style when interfacing with different personalities
- Work with the University and external businesses to acquire funding and resources for the studio
- Cultivate a constructive environment by facilitating conflict resolution between members and promoting a growth-mindset

Student Instructor for EECS 494 - Video Game Development

January 2019 - Present

University of Michigan

- Develop timelines and milestones for student projects to account for late pivots and mistakes
- Provide guidance and feedback on student games through playtesting sessions, office hours, and graded submissions
- Give lectures covering game design concepts and the use of C# and the Unity game engine for game development
- Coordinate with student organizations and faculty to promote investment in the game development program

Software Engineering Intern

May 2019 - August 2019

SpellBound

- Implemented gameplay logic for an AR experience intended to bolster postoperative ambulation rates in children
- Planned and led an upcoming multi-project release after the only full-time engineer left the company
- Performed and presented risk assessment reports regarding potential platform changes
- Communicated technical requirements and dependencies of project proposals to the art, marketing and business teams

Education

University of Michigan - Ann Arbor, MI

May 2020

Bachelor of Engineering, Major in Computer Science, Minor in Multidisciplinary Design