AHRIA NICHOLAS

GAME DESIGNER

CONTACT

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PROFILE

I love building and designing games from the ground up. I am a generalist who can work in multiple fields and disciplines when required. Working and collaborating on a team to create an interactive emotional experience is what I strive for.

EDUCATION

B.A Digital Technology and Culture
Washington State University Vancouver
Minor in Electrical Engineering
Certificate in Game Studies and Design
Graduated December 2021

SKILLS

2D/3D GAME DESIGN
Unity | Unreal Engine 4 | Twine

PROGRAMMING
C# | JavaScript | HTML5 | CSS3 | Python

MANAGEMENT & TELEWORK
GitHub | Airtable | Trello | Slack | Basecamp | Zoom | Discord

ADOBE SUITE
Illustrator | Photoshop | Premiere Pro | After Effects | XD | Animate

PROFESSIONAL EXPERIENCE

LEAD GAME DEVELOPER
AMNESIA: RESTORED | December 2021
amnesia-restored.com

A contemporary web remake of Thomas Disch's 1986 text adventure programmed in JavaScript.

- Managed team of five developers.
- Lead team in mapping older version of game to determine a roadmap for the remake.
- Implemented modern gameplay mechanics and interface while staying true to the original work.
- Coded the entire game in Javascript with open libraries text-engine, jQuery, and Leaflet.
- Answered technical questions about the game itself and helped troubleshoot problems with other team members.
- Worked with other team leads to create a cohesive theme and game feel.

PROJECT MANAGER AND LEAD GAME DEVELOPER
CarGoat | August 2021
the-leftovers-crew.itch.io/cargoat

A 3D platforming game made in Unity where you play as a goat collecting random objects on a mountain island.

- Managed small team of developers remotely from across the state and internationally.
- Maintained overall art direction and consulted with other teams.
- Modified and created custom lighting shader to give a stylized effect.

LEAD GAME DEVELOPER
Huli | June 2021
huli-the-game.com

A 2D platforming game made in Unity about exploring forgotten places to reunite two companions after a great sacrifice.

- Programmed and laid out level environment and core mechanics.
- Consulted with project manager and art team for consistent vision.
- Worked with custom animation controllers, post processing and the shader graph.