

Contact Info
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Nick Cunningham

Technical Game Designer

EXPLORER

... resume.yaml* x cover-letter.md* x

▼ Source

resume.yaml M

cover-letter.md M

▼ Skills

▼ Languages

- ▶ C#
- ▶ Blueprint
- ▶ Angelscript
- ▶ GDScript
- ▶ DCX
- ▶ Python
- ▶ Javascript
- ▶ HTML
- ▶ React
- ▶ JSON – YAML – TOML

▼ Engines

- ▶ Unreal 4 & 5
- ▶ Unity
- ▶ Godot 4

▼ Development Tools

- ▶ Jira
- ▶ Confluence
- ▶ Perforce
- ▶ Git

▼ Development Pipelines

- ▶ Agile
- ▶ Scrum

▼ Soft Skills

- ▶ Iterative Design
- ▶ Rapid Prototyping
- ▶ Team Leadership
- ▶ Team Communication
- ▶ Task Prioritization
- ▶ Workflow Optimization
- ▶ Willingness to Learn
- ▶ Adaptability
- ▶ Critical Thinking

▼ Portfolio Projects

- ▶ *Thor*
- ▶ *Dungeon of Greyness*
- ▶ *Escape Room*
- ▶ *Gravity Box*
- ▶ *Notline Miami*
- ▶ *Motorball – The Bounty*

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1 experience:
2   qa-project-lead:
3     location: "Naughty Dog"
4     period: "June 2023 – October 2023"
5     responsibilities:
6       - "Managed QA for an unannounced
7         multiplayer title, coordinating
8         development sprints, playtests, and focus
9         testing."
10      - "Advocated for and implemented workflow
11        and testing process improvements."
12      - "Developed web tools to enhance workflow
13        efficiency and testing processes."
14   qa-tester:
15     location: "Naughty Dog"
16     period: "August 2020 – June 2023"
17     responsibilities:
18       - "Led a sub-discipline team responsible
19         for quality ownership of core gameplay
20         systems on an unreleased multiplayer
21         project."
22       - "Contributed to design discussions and
23         improved gameplay mechanics through
24         feedback."
25       - "Mentored team members and conducted
26         training sessions."
27   associate-qa-tester:
28     location: "Naughty Dog"
29     period: "August 2019 – August 2020"
30     responsibilities:
31       - "Had quality ownership of two levels on
32         The Last of Us Part II."
33       - "Collaborated with development teams to
34         identify and resolve issues."
35
36
37 projects:
38   the-last-of-us-online:
39     period: "September 2020 – October 2023"
40     status: unreleased
41   the-last-of-us-part-ii:
42     period: "August 2019 – September 2020"
43     status: shipped
44
45
46 education:
47   university:
48     school: "Academy of Art University"
49     period: "August 2014 – May 2019"
50     degree: "Bachelors of Fine Arts"
51     major: "Technical Game Design"
52
53
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