

Nick Cunningham

Game Designer

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Projects

Thorb

Technical Director, Technical/Systems Designer

Group Project, Unreal Engine

A Doom-like FPS shooter with a bullet hell minigame.

Temporal Survival

Game Designer, Scripter

Game Jam, Unreal Engine

A sci-fi survival game with a unique trigger based mining minigame.

Dungeon of Greyness

Game/Combat/Level Designer, Scripter

Solo Project, Unity Engine

An exciting action-adventure dungeon crawler with an emphasis on melee combat.

Experience

Unannounced Project, Naughty Dog

Quality Assurance/Development Support

Sep 2020 - Present

The Last of Us Part II, Naughty Dog

Quality Assurance/Development Support

Aug 2019 - Sep 2020

Served as the point of contact for two of the larger levels in the game, working directly with the design team. Also served as the point of contact for VFX related issues (starting Jan 2020).

Education

Academy of Art University

Bachelors of Fine Art in Game Design

Aug 2014 - May 2019

Skills

Game Design

- Game Prototyping
- Systems Design
- Combat Design
- Level Design
- Design documentation

Programming/Scripting

- C#
- Unreal Blueprint
- Python
- Scheme

Game Engines

- Unreal Engine
- Unity Engine
- Godot Engine

Other

- Perforce
- Subversion
- Git
- Jira

Other Experience

NDQA Game Chill

Creator/Organizer

Jan 2021 - Oct 2021

Gathered a group of 12+ talented people to work on a game project over several months.

NDQA Monthly Design Challenge

Creator/Organizer

Nov 2021 - Present

Initiated a monthly solo game-jam style event to challenge & grow people's skillset.