SENIOR GAME DESIGNER

About

I've been working on mobile games for a while now, but I also enjoy building websites, writing short stories and game reviews, making short films, and streaming games online.

Websites

- www.nickso.com
- www.streamofdreams.tv

Key Skills

- Final Cut Pro/Adobe Premiere
- Lighting and Sound
- Camera Operation
- Microsoft Office/Google Drive
- Adobe Creative Suite
- HTML/CSS/JS

Experience

Senior Game Designer May 2015 to Current
Electronic Arts ï¼ Los Angeles , CA

- Designed levels and new mechanics for Cookie Jam
- Worked on projects to improve Cookie Jam's overall user experience
- Managed team tasks and design schedule
- Worked with Design Manager and Team to improve workflow and quality-of-life
- Lead weekly team meetings and content reviews
- Worked on unannounced projects

Game Designer/Assistant Producer Dec 2013 to Dec 2014
DeNA ï¼ City , STATE

- Collaborated with multiple teams and departments, both in-house and internationally, to design and develop three (3) Free-to-Play games for Android and iOS.
- Two (2) titles featured in "Best New Games" sections in both Android and iOS app stores.
- Created design documents for multiple gameplay systems and features.
- Collaborated with other Writers and Designers to create and expand game-world fiction.
- Acted as Community Manager in order to give fans a direct line to developers and foster relationships.

Writer & Web Developer Feb 2012 to Aug 2012
Eyecandy Film Journal ï¼ City , STATE

- Published a 5-page article concerning the relationship between film and video games.
- Independently developed and updated the journal's annual website.
- Assisted the Editors-in-Chief with all aspects of publication, from editing to distribution.

Education

Bachelor of Arts , Film & Digital Media 2012 University of California, Santa Cruz ï¼ City , State , USA

Relevant Coursework - Intro to Digital Media, Digital Media Workshop, Digital Media Production, Advanced Topics in Digital Media, Film and Video Production, Foundations of Game Design, Game Design Experience, 3D Modeling, History of Video Games, Senior Screenwriting

School Projects - Worked independently and cooperatively in the creation of video games, websites, and short films. Published an article on film and video games in a student-run film journal. Wrote a feature-length screenplay.

Other Skills

3D Modeling (Blender), JSON, Windows, OSX, Android, iOS