

Nicholas Ailani Carlson

New York, NY

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I am a narrative designer and writer with 5+ years of experience in film and 2+ years making games. My expertise lies in crafting vibrant characters, intricate systems, and the stories that tie them together.

Highlighted Projects.

2024

Vanitas [Winner of Blue Ocean Rising Tide Competition]

Lead Engineer and Narrative Designer

A jazzy mystery where you play a constantly evolving dice game with the strange passengers of a train to nowhere.

2023

Heist of the Argonaut Limited [Winner of Best Narrative at the 2024 PCA]

Solo Developer and Writer

A branching narrative, tongue-in-cheek, train heist adventure. Developed for the Playdate and released on the Playdate Catalog.

Experience.

2022 - 2024

Production Center Manager, NYU - New York, NY

Managed the heart of the film school, structuring education, maintenance, and provision of film equipment.

- Managed 7 full-time direct reports, 30+ student workers
- Worked critically and creatively to satisfy student needs

2017 - 2020

Producer/Director, Djinn Films - New York, NY

Handled projects from conception to delivery, working with clients to ensure the vision was executed.

- Recruited and managed a team of freelancers
 - Established and maintained client relationships
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Education.

Master's (Currently Enrolled)

NYU Game Center, Game Design
2024 - 2026

Bachelor's

NYU Tisch, Film/TV; Minor in CS
2013 - 2017

Skills.

Writing. Final Draft, Spreadsheets, Twine, Yarn, Ink, Inform7

Development. Unity, Lua, Godot, Java, HTML/CSS, various SCS/VCS

Languages. English, Spanish, Hawaiian