Nicholas Baker
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Objective

To obtain a software development, game development, or animation co-op that utilizes skills in art, animation, modeling, and programming in C#, Java, HTML, and CSS.

Education

2019-Present Rochester Institute of Technology, Rochester, New York
Bachelor of Science, Game Design & Development Major
3D Digital Design Minor
Expected graduation May 2023, GPA: 3.97

Skills

- Game Engines: Source, Source 2, Unity, Monogame
- Programming Languages: C#, Java, HTML, CSS
- Software: Hammer Editor, Maya, Blender, Unity Editor, Source Filmmaker, Paint.Net, Krita, Photoshop, VideoPad Video Editor, Microsoft Visual Studio, Git
- General: Level and environment design (2D and 3D), character design, hand-drawn animation

Experience

2018 *Professional Level Designing and Artpassing*

- Collaborated in a team of 12 for the map "Cursed Cove" made for online multiplayer game "Team Fortress 2" by Valve Software, map was bought and featured by Valve Software in 2018
- Helped with designing the main concepts of the map's layout, and developed art and geometry for background and skybox environments

Projects

2019-Present *Neon Heights, Personal Project*

- Lead artist, designer, and co-lead programmer in a team of 2 for the online and local multiplayer game, currently being developed in the Unity Engine

2014-Present *Hobby Level Designing and Artpassing, Personal and Team Projects*

- Multitude of level design projects made for the online multiplayer games "Team Fortress 2" and "Counter-Strike: Global Offensive" by Valve Software
- Participated in multiple community ran content creation jams and contests
- Utilizes the Source Engine, Hammer Editor, and image creation software

2020 *Scarlet Meadow, Academic Project*

- Lead artist, programmer, and level designer in a team of 4 for the single player, 2D platformer and beat-em-up game, developed using C# and Monogame
- Designed and developed a robust, graphical level editor used for content production for the game, developed using C# and Monogame
- Graphics were made using a combination of traditional, hand-drawn animation techniques as well as modern, digital techniques

2019 *Neon Pong, Team Project*

- Lead artist and programmer in a team of 2 for the single player game, developed using Java and a custom game engine utilizing built-in Java libraries