Nicholas Baker
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Portfolio: https://nickmbaker.com/

Objective

To obtain a game development internship or job that utilizes skills in level design and environment art.

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: 3.98

Skills

- Game Engines: Source, Source 2, Unity, Unreal 4 and 5, Monogame
- Programming Languages: C#, Java, Javascript, HTML, CSS, C++
- Software: Hammer, Maya, Blender, Unity Editor, Probuilder, Unreal Engine 4 and 5, Source Filmmaker, Paint.Net, Krita, Clip Studio Paint, Photoshop, VideoPad Video Editor, Microsoft Visual Studio, Git
- General: Level and environment design (2D and 3D), hard surface modeling, texture painting

Professional Experience

2021-Present   ***Level Design and Environment Art for "That Damn Goat" at RIT MAGIC Spell Studios***
- Design and build gameplay gray boxes based on concept art for multiplayer game with Probuilder in Unity
- Work with artists to build models for environment art using Blender
- Communicate with tech artists and the programming team about player movement/interactability, visual effects in levels, and AI nav mesh generation for levels
- Run playtest sessions with internal and external testers, and gather feedback to improve level designs

2021   ***Teaching Assistant for 2D Animation and Asset Production Course***
- Assisted in grading student work and helping students with Photoshop and other digital art tools, paid position at Rochester Institute of Technology

2020-2021   ***Tutor for Java Programming***
- Taught introductory level Java to a college student with lessons and small projects, was paid by client

2018   ***Team 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
- Contributed main concepts of the map's layout and developed art and geometry for background and skybox environments

Projects

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-run content creation jams and contests
- Utilize the Source Engine, Hammer Editor, and image creation software

2021   ***Headbang Hospital, Solo Academic Project, Unreal Engine 5***
- Hand painted texture maps in Krita for various materials including trim sheets used on models
- Modeled various modular building pieces in Blender to construct a believable, living cityscape
- Lit and animated the environment with Lumen real-time lighting and blueprint scripts

2020   ***Future Fitness, Solo Academic Project, Unity Engine***
- Used C# scripting to develop a robust traffic simulation for cars and pedestrians to make the environment feel alive
- Modeled modular building pieces in Maya to create a stylized interior space and exterior cityscape