Nicolas MacFarlane

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Education

Boise State University (Expected Graduation Spring 2026)
Major: Games, Interactive Media, and Mobile Technologies
Cumulative GPA: 3.86

Skills

Programming: C#, HTML, CSS, JavaScript
Game Development: Unity Game Engine
Adobe: Photoshop, After Effects, Premiere Pro, Animate

Projects and Experience

Mobile Data Narrative, Fall 2023
- Gathered and displayed data points in interactive table and graphs.
- Utilized HTML, CSS, and JavaScript to design website and visual data representations.

Interactive Comic, Spring 2023
- Acted as team lead in development of an interactive comic that blended elements of digital art, 2D animation, puzzle games, and visual storytelling into a cohesive project under the assigned theme of quantum entanglement theory.
- Created all panel backgrounds and rough-drafted animations using Clip Studio Paint and Procreate.
- Coded interactive video players and page turners in Unity editor using C#.
- Led team in weekly meetings to discuss project plans and assign tasks.

UX Website Redesign, Spring 2023
- Tasked to redesign select pages from the website of Cal Poly Humboldt University using user-experience and graphic design principles.
- Redesigned webpages from scratch and animated new loading screen using Adobe Photoshop and Animate during multiple cycles of direct user feedback.

AR Card Game, Fall 2022
- Worked with a team to create a two-level shooter game utilizing augmented reality to scan real-life cards into the game that translated into player upgrades.
- Designed background art, level art, and AR cards.
- Coded health for player and enemies using C#.

Individual Platformer Game, Fall 2022
- Individually built a two-level 2D platformer game given a basic player movement and item collection template.
- Designed all player, enemy, item, and background pixel art.
- Coded player and enemy movement, player life, collectibles, score counters, timers, and win conditions in C#.