Nicolas MacFarlane

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Education

Boise State University (Expected Graduation Spring 2026)
Major: Games, Interactive Media, and Mobile Technologies
Certificate: Elementary Spanish
Cumulative GPA: 3.84

Skills

Programming: C#, HTML, CSS, JavaScript
Game Development: Unity Game Engine, Unreal Engine
Adobe Suite: Photoshop, After Effects, Premiere Pro, Animate, After Effects, Substance Painter
3D Animation: Autodesk Maya

Projects and Experience

Multiplayer Accessible Game, Fall 2025 - Spring 2026
- Worked with a partner to develop a video game for a person with a disability, including creating a custom controller using Arduino.
- Programmed enemy and boss AI, health and damage systems in Unity using C#.
- Designed dungeon layout and programmed aspects of dungeon progression.

Digital Banking System, Fall 2025 - Spring 2026
- Acted as co-lead in a team project to develop a functional digital banking system for a poverty simulation run by Boise State University's nursing department.
- Developed front-end for all pages using HTML and CSS, and ran user interface testing.

Individual Game Project, Spring 2024 - Spring 2025
- Worked alone to create a cooking game in Unity.
- Programmed logic for creating orders, cooking food, plating, serving, and more.
- Used Autodesk Maya and Substance Painter to model, rig, animate, and texture all in-game models and objects.
- Created all music and sound effects using Audacity and LMMS.
- Designed all aspects of the UI and menu system using Photoshop and After Effects.

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.
- 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#.

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