



NICHOLAS SAUNDERS

Software Developer / Technical Artist

ABOUT ME

My biggest passion is creating interactive experiences. I often find it more rewarding to discover how game mechanics work, than playing the game itself. Most of my experience creating content has been independently or with a small team, making me familiar with every step of the game development process.

EDUCATION

Associates of Arts
Engineering

Santa Fe College (2014 - 2016)

Bachelors of Arts
Digital Arts and Sciences
University of Florida (2016 - 2017)

SKILLS

Development

Programming
Unity Engine
Gameplay
VR / AR
Mobile
C#

Technical Art

Particle Systems
Unity Lightmaps
Shader Creation
Autodesk Maya
Optimization
Adobe Suite
Smash Bros

CONTACT



Venice, CA



(407)-579-9971



www.sauntic.com



nsaunderswps@gmail.com

EXPERIENCE

Lead Unity Developer / Technical Artist / Co-Founder

Studio Syro - (Oct 2019 - Present)

- Created workflow pipeline with VR animators to render animations in real-time with the High Definition Render Pipeline in Unity Engine.
- Developed shaders to blend real-time lighting effects and vertex colors painted by VR artists.

Technical Artist / Gameplay Programmer

Kwest Augmented Reality App - (Sep 2019 - Present)

- Designed, programmed, and implemented an animation-based combat system for mobile devices in the Unity Engine.
- Developed and implemented a movement control system in the app for the player camera in "Non AR" mode.

Game Developer / Software Engineer

Freelance - (Oct 2018 - Sep 2019)

- Worked with clients to create custom interactive experiences tailored to their exact needs and target platforms.
- Built communication skills with clients and production teams while working together remotely.

Software Engineer : Research and Development

Multi Image Group - (May 2017 - Oct 2018)

- Created eye-catching interactive experiences designed to pick up and play at trade shows and live events.
- Conducted R&D with new and emerging technology to test its application in a trade show setting.
- Designed and developed AR and VR experiences for permanent installation at client headquarters.