



NICHOLAS SAUNDERS

Software Developer / Technical Artist

ABOUT ME

My biggest passion is creating interactive content. I am always excited to dive into a new project and start developing. Most of my experience creating content has been by myself or with a small team. So I am 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

Unity Engine
Optimization
Gameplay
VR / AR
Mobile
C#

Technical Art

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

CONTACT



Venice, CA



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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 the 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 control system for player movement 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 my 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
- Designed and developed AR and VR experiences for permanent installation at client headquarters
- Conducted R&D with new and emerging technology to test its application in a trade show setting