

Nick Cummings

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SUMMARY

A skilled game designer and developer with a knack for organizing small teams to create meaningful interactive experiences

PROFESSIONAL EXPERIENCE

Independent Game Developer, Portland, Oregon.....*February 2014-Present*

- Member of This Game Is Haunted, a tiny game-dev co-op; design, direct, code, and ship small story-driven games
- Contracted with Rose City Games to develop a comprehensive dev roadmap for releasing an upcoming game on time
- Advisor and curriculum designer for Portland Community College's game-development degree and certificate programs
- Frequent competitor in time-limited "game jam" competitions; earned top rankings for tone and narrative design

Instrument, Portland, Oregon.....*November 2018-August 2019*

Senior Developer

- Designed, developed, and implemented key systems in several Unity-based VR apps for the NBA and NFL
- Worked with clients and directors to plan, build, and ship tech projects; mentored junior and mid-level developers

Squarespace, Portland, Oregon.....*February 2015-November 2018*

Software Engineer, Internal Engineering.....*November 2017-November 2018*

Support Tools Developer, Internal Operations.....*June 2016-November 2017*

Design & Development Specialist.....*February 2015-June 2016*

- Develop full-stack business apps that enable Customer Operations and Finance teams to serve millions of customers
- Co-founder, Internal Operations team; established code standards, design patterns, and review/deploy processes
- Co-created and taught Code Camp, a six-week bootcamp teaching beginners how to develop full-stack web applications

Nintendo of America, Redmond, Washington.....*December 2013-February 2014*

Marketing Production Coordinator (contract)

- Optimized newsletter deployment process; researched and developed eShop sale strategies to increase conversion

Facebook, Austin, Texas.....*March 2011-September 2013*

Specialist, User Operations.....*September 2012-September 2013*

Analyst, User Operations.....*March 2011-August 2012*

- Conducted user studies to help design a proactive and transparent memorialization system for deceased users
- Wrote and maintained a library of public-facing Help Center guides, garnering 100k+ views per day

Silicon Sasquatch, Portland, Oregon.....*December 2008-Present*

Editor in Chief

- Wrote and edited 600 articles and produced more than 60 podcast episodes on the cultural impact of games

EDUCATION

University of Oregon School of Journalism and Communication, Eugene, Oregon

B.A., Magazine Journalism; Minors, Digital Arts and Communication Studies.....*September 2004-June 2008*

Robert D. Clark Honors College, University of Oregon, Eugene, Oregon

Thesis: *The Uses and Gratifications of Communication in Virtual Spaces*.....*September 2004-June 2008*

SKILLS

Software and Game Development

- Game and VR design and development in Unity/C#, including sound/music and 2D/3D asset creation/animation
- Narrative game design, direction, and implementation on small teams with tools like Unity, Twine, Fungus, Ink
- Full-stack web app development with modern frameworks (e.g., React/Redux, Vue, Postgres, Elasticsearch, etc.)

Technical Program Management

- Scrum-based sprint planning and execution; codebase management; technical documentation; peer mentorship