

# Nico Graves

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## Who am I?

- A passionate, creative **game designer, programmer, and educator** with an affinity for art, experimentation, music, and individuality in game development.
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## What can I do?

- I'm a passionate indie developer capable of developing games through planning, design, development, and release stages.
  - I'm **conversational in all aspects of game development**, which greatly helps me communicate ideas to diverse teams of varying skill sets.
  - I have a strong command of the following programming languages : **C#, C++, Java, Python, and Javascript** , and am also comfortable using **Git**.
  - I'm an excellent **speaker and communicator** with lots of practice from teaching ages 8-18 game design, web design, and programming for over 4 years.
  - I'm an **educator with five years** experience teaching unity and programming.
  - I have great time management skills honed through the constraints of solo development and game jams.
  - I'm a **Unity engineer**, with several years of personal and teaching experience. I'm comfortable with a variety of unity supported tools (shadergraph, probuilder, FMOD) as well as editor and engine scripting.
  - I'm a capable **web application developer** with experience building and teaching full stack systems.
  - I have experience in **community management**, which lends itself very well to communicating ideas in collaborative forums and workplaces.
  - I have experience in **visual art, music, and sound design** through independent game development. I'm capable of and prefer working in many parts of a development cycle.
  - I'm an excellent team member and leader, with experience organizing and coordinating with small (~5 person) teams.
  - I have an **engineer's perspective on design**, the constraints of solo development excite and intrigue me. I love coming up with creative solutions to solve problems to overcome those constraints, and make my workflow more efficient and scalable.
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# My Work History

- **Assistant Manager and Unity Coach at The Coder School San Francisco** (2018-Current)
    - Responsibilities :
      - Teaching students (8-18) programming and game design.
      - Coordinating with and training new coaches, day to day operations.
      - Running our weekly D&D campaign with students.
  - **Freelance Web Developer for Khonkor Enterprises** (current)
    - Responsibilities :
      - Management of [roycegracie.com](http://roycegracie.com).
      - Maintenance tasks for website backend.
  - **Freelance Game Developer** (2020-Present)
    - Responsibilities :
      - Communicating and collaborating clients to bring their vision to life.
      - Design, assets, and development of the entire experience.
      - Organizing and leading small teams of creatives to deliver unique stylized experiences with limited resources.
  - **DevOps Intern at C3 Systems** (Summer of 2018)
    - Responsibilities :
      - Worked with a small support team to provide technical solutions to various local businesses.
      - Developed software for the support team.
        - Automation of monthly report generation. (Python)
        - Management of client information system. (Python and C#)
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## Education

- **Bachelors of Computer Science** from San Francisco State University
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## My Accomplishments/Projects

### -Professional Development and Design Work

- **Gone Fishing (Source Code)**
  - Relaxing web based fishing game.
  - Promotional game for electronic artist [Harris Cole](#) commissioned by [ALT:VISION Records](#).

## -Personal Work/Game Jams

- **Zanderian Prince Simulator (Source Code) (GDD)**
  - Web browser Lucas Pope inspired email scam simulator. Made in one week.
  - Best Team Game in Repl.it's 2018 Money Game Jam
  - Lead Developer, Programmer, Game and UI Designer (4 Person Team)
- **Alibi (Source Code) (GDD)**
  - Interrogation focused criminal mystery game. Made in one week.
  - Top 10 for Audio in Brackeys Game Jam 2020.1
  - Lead Developer, Programmer, Game Designer, Audio Designer (2 Person Team)
- **Condor**
  - Hacking themed grid based puzzle game. Made in three days.
  - Everything! (Solo Project)
- **Beat Battle (Source Code) (GDD)**
  - Commercial rhythm rpg project currently in development, inspired by the Paper Mario RPG series.
  - Lead Developer, Programmer, Gameplay Designer, Project Manager (4 Person Team)

## Hobbies/Interests

- Making beats, experimental ambient music, and jazz piano.
- Caring for and doting on my many house plants.
- Running and playing in **D&D** and **GURPS** campaigns with friends and students.
- Playing the newest and weirdest games I can find and recommending them to friends.
- Community Manager for several record labels, artists, and online music communities.
  - **r/LofiHipHop**
  - **Leaving Records**

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