

Nicolas Graves

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Hello!

My name is Nico Graves, as you probably figured by the large blue text above this! I'm a multi-disciplinary Unity Generalist pursuing a career in game development as either an engineer or gameplay designer. I have a Computer Science Degree from San Francisco State, and I've worked with unity for three years as both a hobbyist and educator, and I've developed my skills through personal projects, game jams, and several small indie projects with friends/peers. In addition to Unity, I'm also comfortable with a variety of scripting languages, Git, Blender, and project management practices like creating GDD's and organizing work on task boards like trello.

I love wearing multiple hats during development, so I have experience working on gameplay, UI, audio, rigging and modelling, and graphics programming. I'm comfortable with a variety of unity tools including but not limited to probuilder, shaderlab, and playmaker for working with artists and designers.

Currently, I work as a unity/programming educator, teaching ages 8-18 general programming, game design, and unity. Working with my students has made me a very efficient communicator, and if teaching has taught me one thing, it's to always be learning! I do best in environments where everyone on the team is ready and willing to improve their skills and share ideas no matter what part of the game you're working on.

I'd love an opportunity to come speak with you regarding any roles that you believe I may be a good fit for, and more importantly I'd love a chance to work and learn with a great team! Thank you for your time, I hope to hear from you soon!

-Nico graves