

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, contract work, 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

- **Junior Unity Developer at Game Grumps Inc (Homebody)** (2022-Current)
 - Responsibilities :
 - Testing and implementing gameplay features to a 3d psychological horror game.
 - Coordinating with a senior developer on priorities and strategies to meet deadlines.
 - Documenting, finding, and fixing bugs in the project.
- **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.
 - 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#)

Education

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

-Professional Development and Design Work

- **Homebody**
 - Psychological horror fixed camera perspective game, inspired by classic Clocktower games and Resident Evil.
 - I was hired as a Junior Dev for this project to do unity generalist work and close out the project in its final months,, but after proving myself was given a deeper role in the project. I implemented several gameplay systems by myself.
- **Gone Fishing (Source Code)**
 - Relaxing web based fishing game.
 - Promotional game for electronic artist [Harris Cole](#) commissioned by [ALT:VISION Records](#).
 - Solo Developer project, I did it all!

-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.