

Nico Graves

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Who am I?

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

- I started my career as a passionate, scrappy indie developer. I'm capable of developing games through planning, design, development, and release stages.
- I'm a jack of all trades with a strong engineering backbone. I've at least learned a little bit in just about every trade involved in game development.
- I'm an experienced UI Developer, I've designed and shipped UI's through localization processes with multiplatform support.
- I'm **conversational in all aspects of game development**, which greatly helps me communicate ideas to diverse teams of varying skill sets.
- I have experience working professionally with **custom proprietary engines, Godot, and Unity**.
- I'm an **educator with 8 years** experience teaching game development, programming, and self improvement to students aged 8-18.
- I'm an excellent **speaker and communicator** with lots of practice from teaching and working in small highly collaborative settings.
- I have great time management skills honed through the constraints of solo development, contract work, game jams, and fast paced startup environments.
- I'm a **Unity engineer**, with 8 years of personal, teaching, and professional experience. I'm comfortable with a variety of unity supported tools (shadergraph, probuilder, FMOD) as well as editor and engine scripting.
- I've had the opportunity to work as a **professional Godot Engineer since 2024 (we do exist!)**, and have developed a deep love and passion for it.
- 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'm multiclass, as both a designer and engineer I can rapidly and effectively prototype AND scale said work into systems that can be used for entire development cycles.
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My Work History

- **Founding Engineer at Elsewhere (2024-Present)**
 - Responsibilities :
 - First engineering hire at venture backed startup creating a networked co-op action Roguelike using the Godot game engine.
 - Maintained and designed the entire games architecture and solutions, with a heavy influence in game design decisions.
 - Maintained relationships with The Godot Foundation, and managed creating issues and tickets around engine weakpoints or bugs.
 - Aid in hiring decisions, company direction, studio practices and culture.
 - Teaching other team members from other industries the ins and outs of game development.
 - Version Control management
- **Gameplay/Engine Programmer at Life Nav LLC (2023-2024)**
 - Responsibilities :
 - Write scalable engine code using Unity to help create a demo of a isometric, 3d, music roguelike.
 - Iterate and advise on game design, ui, and music.
 - Create systems of procedural music generation and tie them into the isometric roguelike formula.
- **Game Design Contractor at Soupmasters (2023, brief one month contract)**
 - Responsibilities :
 - Designed Lua based syntax and workflow for mod support and internal development of a "Punchout" inspired game (Big Boy Boxing)
 - Iterate on user stories to help improve gameplay sequences.
 - Cutscenes, UI, boss design
- **Unity Developer at Game Grumps Inc (Homebody) (2022-2023)**
 - 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.
 - UI implementation, gameplay programming, localization support, key mapping, and several other core gameplay systems.
 - 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 (2015-2022)
 - 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#)
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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

- [Elsewhere](#)

- Networked Co-Op action roguelike heavily inspired by Hades.
 - Built basically the entire project's engineering solutions by myself for the first 9 months of development, from combat to audio.
 - We then hired an additional experienced engineer who helped manage the netcode needs of the project.
 - Heavily involved in the combat design aspect of the game, and frequently gave feedback to contract animators, audio designers, and our artist on how to create juicy satisfying combat experiences.
- **Homebody**
 - Psychological horror fixed camera perspective game, inspired by classic Clocktower games and Resident Evil.
 - UI Developer
 - I implemented the game's entire UI, which needed multiplatform and localization support
 - Technical Designer
 - I prototyped many new systems to the game including : Head IK, keyboard and tank controls to the player controller, and more
 - I refined many existing puzzles and systems together with the game director.
 - **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**
 - 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 dotting 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.