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.

What can I do?

- I'm a passionate indie developer capable of developing games through planning, design, development, and release stages.
- I'm an experienced UI Developer, I've designed and shipped UI's that work with localization and 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 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, contact work, and game jams.
- I'm a Unity engineer, with 5 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 huge fan and proponent of the Godot Game Engine. I've been working with it since 2021 for personal projects, and absolutely love 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 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.

My Work History

- 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.
    - UI implimentation
- 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.
  - 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 (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.