

NICHOLAS LEVESQUE

GAME DESIGNER

CONTACT

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SKILLS

TECHNICAL

- Unity 3D / C#
- Perforce / Github

PERSONAL

- Fast Learner
- Adaptive and nimble
- Timely and Organized
- Leadership
- Critical Thinking
- Efficient Communicator

MISCELLANEOUS

- Trello / Jira / HacknPlan
- proficient with probuilder
- Microsoft Word / Excel / PowerPoint

EDUCATION

MASTERS OF SCIENCE | GAME DESIGN

Full Sail University | Winter Park, FL
2021 - 2022
3.9 GPA

BACHELORS OF SCIENCE | GAME DESIGN

Full Sail University | Winter Park, FL
2019 - 2021
3.4 GPA

PROJECTS

Project Lead | Game Designer

Perception: Anomaly Zygot Studios | Mar, 2022 - Sept, 2022

- Used **C#** to create combat systems, AI, player systems, implemented player UI, created game menus, and created a unique camera mechanic used during combat and to change the environment
- Used **Unity** and **Probuilder** to Collaborate with other designers on the team to create levels
- Lead team meetings, created feature lists, and presented updates for the game
- Tracked team progress and monitored designers to ensure the games theme was being followed
- Designed and implemented different enemy behaviors including a Boss monster

Level Designer | Game Designer

The Dragons Gauntlet Team SleepyDice | Week long Champion Jam July 2022

- Used **Unity's built in sprite editor** to create tile sets that were used to create the levels for the game
- Created over 24 unique levels for the player to fight in
- Used **C#** to create player movement, player combat, and enemy AI
- Utilized **Unity's HDRP** to add flair to combat with enemies
- Created character selection with unique characters to enhance the games replay value

Level Designer | Game Designer | QA

The Lost Artifact Team TLA | Jan, 2022 - Mar, 2022

- Utilized **Unity** and **Probuilder** to create and polish existing levels
- Created and dispensed different forms to get feedback regarding specific aspects of the game
- Collaborated with project lead to ensure theming of project was never compromised
- Contributed to game balancing through adjusting enemy values and enemy density in all levels

Systems Designer | Level Designer

Goobies Team SuperRockBoys | Week long 2021 Scream Jam

- Utilized **Unity** and **Probuilder** to create a starting area for the player
- Used **C#** to create a questing system for the player that tracks pickups and displays them for the player
- Utilized systems in the project to create a quest that drives gameplay with an overarching objective
- Utilized **Unity** and **C#** to create menu functionality

Systems Designer | Level Designer | Game Designer | QA

Village Of Magic Team Black Turtles | Feb, 2021 - May, 2021

- Utilized **Unity** and **Probuilder** to create a level to show off and practice spell mechanics
- Collaborated with other designers to create feature lists that were presented to others
- Used **C#** to create a questing system, dialog systems, player systems, spell mechanics that applied to both enemies and the environment, menu functionality, pause menus, and collaborated with other designers to create combat with enemies
- Created and dispensed different forms to get feedback on game feel
- Collaborated with art team to implement art to game