**NICHOLOS NEESLEY**



**PROVEN LEADERSHIP | GAME DESIGN | MOBILE GAME DEVELOPMENT**



Portfolio: https://neesley.net

Well-qualified, professional, and bold analytical thinker with a keen focus on game design, level design, mobile game creation, and multifaceted collaboration in fast paced environments. Career track includes contributions to high-performance work cultures with a demonstrated ability to partner throughout all levels of the organization. Proven and demonstrated knowledge of IOS, Android, and Steam platforms.

Level Design, Team Development, Mobile Games, Team Leadership, Strategic Analysis, Project Management, Document Management, Organizational Effectiveness, Unreal Engine, Unity, Github, Perforce, Jira, Confluence, Figma, Microsoft Suite, Live Ops

***Arrow International April 2024 – October 2024***

***Game Designer I***

* Create PAR sheets for new game designs
* Research current industry trends
* Lead team of different disciplines throughout the production process
* Manage and create game design documents
* Use different math models to ensure psychology of the game

***Everi July 2023 – November 2023***

***Game Designer I***

* Standardize studio starting points for different types of games
* Create in depth wireframes for our games
* Use Unity to playtest games and assess the psychology of the game
* Create design documents for upcoming games in roadmap

***Sixfoot June 2022 - May 2023***

***Level Designer***

* Design new concepts and levels
* Supplementary work where needed, such as UI designer, QA designer, Design Documentation for new features, strategic analysis for player relations, and gameplay design
* Provide feedback to leads regarding design documentation
* Collaborate with art team to implement art in levels

***Cellec Games November 2020 - May 2022***

***Level Designer***

* Design and implement complex systems as needed
* Create and deploy multiple levels
* Collaborate with all areas of discipline to create and implement mechanics, art, and audio
* Drive comprehensive documentation management to fix bugs
* Manage documentation of all studio activities

## **EDUCATION**

**FULL SAIL UNIVERSITY |** MASTERS OF GAME DESIGN

**FULL SAIL UNIVERSITY |** BACHELORS OF GAME DESIGN

* Specialization in serious games for real world application and use