

NICHOLAS NEESLEY

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PROVEN LEADERSHIP | GAME DESIGN | MOBILE GAME DEVELOPMENT

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. Handle diverse issues and concerns with regard to organizational effectiveness and team motivation that produce long-term benefits. 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

Sixfoot 2022-Present **Junior Game 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 game play design
- Provide feedback to leads regarding design documentation
- Collaborate with art team to implement art in levels

Celtec Games 2020-2022

GAME-LEVEL DESIGNER / MARKETING LEAD

- Design and implement multiple different complex systems as needed.
 - Create and deploy levels in multiple games.
- Collaborate with a talented team including programmers on the mechanics of levels.
 - Drive comprehensive document management to fix bugs in multiple levels.
 - Manage implementation of documentation regarding studio activities.

ADDITIONAL EXPERIENCE

Stridestar | Lead Level Designer | Orlando, FL

EDUCATION

FULL SAIL UNIVERSITY | MASTERS OF GAME DESIGN

FULL SAIL UNIVERSITY | BACHELORS OF GAME DESIGN

ACHIEVEMENTS AND AWARDS

FULL SAIL UNIVERSITY | MASTERS OF GAME DESIGN – SALUTATORIAN CELLEC GAMES | PAYLOAD - SIEGE 2021 SILV - E BEST STUDENT MADE GAME AWARD WINNER