

# Nicholas Garcia

## Senior Game/Narrative Designer

310.892.4270 | nickg3d@gmail.com | <http://www.nickg3d.com/>

### SKILLS

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- 10+ years of professional game dev experience
- 5+ years of experience writing independent comics
- Self Published two volumes and 9 issues for an ongoing independent comic series
- Design from paper prototypes to polished, playable experiences as a game/level designer
- Write and pitch fresh, cutting-edge game design ideas in a digestible format to the team
- Worked in Live Operations and quick sprint turnarounds
- Problem solve every day game development issues using technical background knowledge
- Collaborate with all disciplines of development
- Write detailed game design documentation
- Use feedback to build higher quality experiences
- Translate critiques to tasks in tracking system

### RELEVANT EXPERIENCE

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#### JAM CITY

August 2020 - Current

##### Los Angeles, CA (Remote)

*Emoji Blitz* – Game Designer

iOS and Android

- Headed Synergy meetings with Product Managers to drive sales and marketing beats
- Took ownership of Clear Item Card events
- Planned Monthly Release Giveaways, Token Quests, and Weekly Login Calendars
- Provided in depth documentation for various tasks to help with onboarding new designers

*Frozen Adventures* – Level Designer

iOS and Android

- Design over 200 complex match 3 puzzles
- Collaborated with leads and team mates to create innovative mechanics from paper prototype to release

*Unreleased Title Triple-A IP* – Narrative Designer

iOS and Android

- Develop Story Arcs & built Character matrix
- Designed entire Questlines and implemented Missions into Unity using Quest Tools.

#### SUMMONER STUDIOS

February 2017 - Current

##### Sun Valley, CA

*Project Magus* - Writer and Producer

Volumes 1 & 2 (Ongoing)

Issues 1-9 (Ongoing)

- Write and create backstory for the world, characters and overarching mythology
- Research science, physics and historical background in order to create a grounded experience.
- Created and Managed three successful Kickstarter Campaigns pulling more than \$12,000

#### WAYFORWARD TECHNOLOGIES

February 2017 - August 2020

##### Valencia, CA

*Marble Knights* – Level Designer

Apple TV, iOS

- Constructed two fully realized isometric playable worlds (3 levels per world) from 2D graph paper to release
- Brainstormed with Director to create enemies, hazards, puzzles and boss battles

*River City Girls* – Level Designer

Nintendo Switch, PS4, and Xbox One

- Collaborate with art and code to generate an underwater racetrack

*Play Ocean* – Game/Level Designer

iOS, Android, and custom casino PC's

- Collaborate with art and code to generate an underwater racetrack
- Sketch paper prototypes
- Build track using primitive objects and communicate vision of design to art team

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### TIC TOC GAMES

December 2015 - July 2016

#### Burbank, CA

*PacMan Pop* – Senior Designer

iOS and Android

- Led daily morning meetings to review work and delegate team daily tasks
- Ensured level progression sustained balance of difficulty and pace
- Created a two-week content delivery system
- Built over 200 Levels

*Wheel of Fortune Pop* – Senior Designer

iOS and Android

- Led daily morning meetings to review work and delegate team daily tasks
- Worked with designers on innovative ways to monetize freemium games
- Built over 150 levels

*Kitty Pawp* – Level Designer

iOS and Android

- Led daily morning meetings to review work and delegate team daily tasks
- Built 30 levels for Kitty Pawp

### WAYFORWARD TECHNOLOGIES

February 2013 - November 2015

#### Valencia, CA

*Til Morning's Light* – Lead Game Designer

iOS and Android

- Provided effective feedback to associate designers' approach to puzzle layouts
- Worked with Director to ensure vision was captured
- Lead Brainstorms with Engineers and Designers on mechanics, features and combat design

*Disney Descendants* – Game Designer

iOS and Android

- Provided effective feedback to associate designers' approach to puzzle layouts
- Collaborated with designers and programmers on puzzle mechanics
- Constructed Waypoints, Dialogue boxes, and Scripting for all Quests and Missions.

### EXATO GAME STUDIOS

March 2010 - May 2011

#### Remote

*Progenitor* – 3D Artist and Designer

- Worked with director to design and build levels in 3D Studio Max
- Generated all environment asset
- Created Collision boxes on all navigation trails
- Researched competitive games and wrote thorough documentation providing pro's and cons

### LUXOFLUX - ACTIVISION

October 2008 - April 2009

#### Santa Monica, CA

*Transformers: Revenge of the Fallen* – Design Intern

Xbox 360 & PS3

- Built minor destructible props
- Optimized outsourced art for rendering
- Organized the material library

### EDUCATION

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#### The Art Institute of CA-LA

*B.S. Computer Science – Game Production*