

# Nicholas Garcia

## Level Designer

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

### SKILLS

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- 7+ years of professional game dev experience
- Design from paper prototypes to polished, playable experiences
- Pitch fresh, cutting-edge ideas in a digestible format for all disciplines in production
- Experience using 3D tools : Maya, Unity, and Unreal 4
- Scripting events using proprietary tools in engine
- Thrive off highly aggressive development cycles
- 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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#### WayForward Technologies | Feb 2017 - Current

Lead Level Designer – Full Time

*Unannounced Title*

*River City Girls* – Xbox One, PS4, Switch, and Steam

*Play Ocean* – 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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#### Frame Machine | Sept 2016 - Feb 2017

Technical Artist – Contract

*Injustice 2* – Xbox One and PlayStation 4

- Ensured all export settings were calibrated properly in Motionbuilder
- Imported all characters, props and assets into Unreal 4
- Assembled over 60 cinematic scenes

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#### Tic Toc Games | Dec 2015 - July 2016

Senior Level Designer – Contract

*PacMan Pop* – iOS and Android

*Kitty Pawp* – iOS and Android

*Wheel of Fortune Pop* – iOS and Android

- Led daily morning meetings to review work and delegate team daily tasks
- Mentored designers in order to stimulate personal and professional growth
- Created a two-week content delivery pipeline

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#### WayForward Technologies | Feb 2013 - Nov 2015

Lead Level Designer – Full Time

*Til Morning's Light* – iOS and Android

*Disney Descendants* – iOS and Android

- Provided effective feedback to associate designers' approach to puzzle layouts
- Collaborated with designers and programmers on puzzle mechanics

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#### Exato Games Studios | Mar. 2010 - May 2011

3D Artist and Level Designer – Full Time

*Progenitor* – PC

- Worked with director to design and build levels in 3D Studio Max
- Generated all environment assets

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#### Xoobis Entertainment | June 2009 - Nov 2009

3D Artist – Contract

*Zombie Wonderland* – iOS and Android

- Created 3D environments from concept art

- Built custom brushes for team to ensure continuity to artistic style
- Attached scripts and colliders to 3D objects

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#### Luxoflux-Activision | Oct 2008 - Apr 2009

Design Intern – Contract

*Transformers:Revenge of the Fallen* – Xbox 360 & PS3

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

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#### Neverdie Studios | Mar 2008 - Sept 2008

Associate Level Designer – Contract

*Next Island [Entropia Universe]* – PC

- Placed pickups and enemy spawners
- Mocked-up enemy designs and statistics
- Balanced enemy drops for monetization

### EDUCATION

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#### The Art Institute of CA-LA

B.S. Computer Science – Game Production