

David Nickerson

Game Developer / Artist at Me Games
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Summary

Seasoned Technical Artist / Designer / Developer with 10+ years in the games industry.

Experienced game developer and artist who has worked on AAA titles, willing to create 2d/3d content, particle effects, animations, and c# programming. Ready for remote contract work through Me Games starting immediately.

Accomplishments

- Created or worked on a game for every major games platform - PC, Mac, Linux, Console, Mobile, VR, AR
- Have attained expert knowledge in Unity 3D development for games
- Co-created a PC game, *Pixel Boy*, that has sold over 50,000 copies
- Launched my first solo PC/Mac/Linux Steam game, *Warp Glider*
- Created 3D models and textures for AAA game, *GTA 4*
- Co-founded indie game companies, *Giant Box Games* and *Mega Toast Games*, both with successful releases
- Worked at *Atomic Robot Games*, a startup studio, developing a console game for Paramount Pictures

Experience

Me Games

February 2019 to Current

Developer/Artist

Game design, 3d modeling, content creation, and c# programming using the Unity Engine for in house games and various clients.

- Level design and animations in the Unity Engine.
- 3d modeling terrain, buildings, static objects, and humanoid characters.
- Programming in C#, participate in code reviews, merge requests, and quality control retrospectives.
- Generated 2d concept art, marketing assets, UI, and rigged 2d spine animations.

Experience

Mole Eyes Entertainment

October 2018 to Current

Developer/Artist

The sole developer, designer, and artist at Mole Eyes Entertainment. I was responsible for the entire game from scratch minus the Unity engine itself.

- Coded in C# manager systems for procedural generation, gameplay, stackable power-up system, simulated 2D physics, audio, score system, enemy AI, shaders, and more.

- Identified code issues and integrated debugging methods to ensure that all errors were alleviated.
- Implemented and utilized the Steam API with original code integration.
- Maintaining and growing a development blog, website, and other social networks while developing the game and post development.
- Designed and implemented Co-op Multiplayer on an existing single player game - launched Feb 2019.

Mega Toast Games

August 2016 to Current

Artist/Designer

- Solely responsible for a multitude of game studio art, design and tech tasks like modeling, texturing, shaders, game engine optimization, sound design, game engine implementation, scripting, writing, level design, character design, gameplay, and UI/UX.
- Maintained site appearance by developing and enforcing content and display standards.

Giant Box Games

August 2012 to Current

Artist/Designer

- Responsible for all art and design related tasks including conceptualizing, prototyping, 3D modeling, rigging, scripting, lighting, world building, animation, effects, importing assets into the game engine and testing for integrity and many more.
- Outlined schedule, organized tasks and delegated work to team members, while balancing multiple tasks, to ensure all project milestones and deadlines were accomplished.
- On hand development with the game engine Importing through an organized game pipeline of art libraries and naming conventions that was maintained throughout the project.
- Engaged with multiple game company executives like Nintendo, Sony, Microsoft, Valve, Humble etc. This paved the way for Giant Box Games to become an official Nintendo and Sony developer.

Afflatus Applications
2016

June 2015 to July

Front End Developer UI/UX

- Developed UI for mobile and web applications using HTML5 and CSS3. Projects include a social media chat prototype and browser-based photo book application.
- Collaborated with customers to determine needs and work through design options.
- Improved and designed new layouts to achieve usability and performance objectives.

- Operated in an Agile-governed workplace to get the best use of team resources while achieving project milestones.

Upper Bounds Interactive

November 2010 to March 2011

3D Artist

- Responsible for creating skins for an independently made operating system called Tactile 3D.
- Work included texturing and modeling various pieces of the OS environment and implementing and testing art assets in an aged architecture.

Atomic Robot Games
January 2009

February 2007 to

3D Artist

- Worked on a small team and directly with game engineers to deliver polished art related tasks ready for game console implementation.
- Conceptualized and created company mascot using 3D Max.

Rainmaker Entertainment

August 2006 to January 2007

3D Artist

- Created a number of high-res and realistic game world assets in a streamlined process for a AAA video game title.

Education and Training

Art Institute of Vancouver-Burnaby
2004 to 2006

Game Art and Design Diploma

References

Greg Vance

Technical multi-facet at Google gvance77@gmail.com. Phone number available on request.

A former colleague at Atomic Robot Games and past indie collaborations as well.