

**Nicholas Magnus**  
**Technical & Systems Designer**  
[NickMagnusDev@Gmail.com](mailto:NickMagnusDev@Gmail.com) | (631) 617-7072  
[nickmagnusdev.com](http://nickmagnusdev.com) | [www.linkedin.com/in/nickmagnus](http://www.linkedin.com/in/nickmagnus)

## Skills

Proficient – Unity3D; C++; C#; Unreal Engine; Blueprints; GitHub; Visual Studio

Intermediate – Photoshop; Illustrator; Maya; Substance Designer; Audacity; Microsoft Office

## Professional Experience

### **Emergent Media Center**

**Burlington, Vermont**

*UI/UX VR Game Designer*

January 2018 – May 2018

- Manage UE4 environment for a VR tour experience
- Create accurate scenes for The Varises Project (VR surgical education experience)
- Capture in-engine videos showing off systems for client review
- Rapidly iterate UE4 environments and systems based off of client comments

### **Edoki Academy**

**Montreal, Quebec**

*Game Design Intern*

September 2017 – December 2017

- Systems Design for Montessori Preschool & unannounced Mobile Games
- Present concepts in a team environment and iterate based off of feedback
- Work closely with designers, programmers, and artists to bring concepts to life
- Test build stability and provide clear, insightful bug reports, tasks, and critique

## Production Strengths

- Exceptional collaboration skills, experienced in working with members of all disciplines
- Skilled at creating and iterating prototypes, game systems, tools, and scripting gameplay events
- Trained in rapid prototyping, scripting, testing, and balancing Game Systems
- Excellent written, verbal, and visual communication skills, able to take direction when given

## Education

**Bachelor's in Game Design, Minor in Game Programming**, May 2019 at **Champlain College**, Burlington, VT

- Montreal study abroad program, Sledgehammer Games Mentorship Program
- Courses: Capstone: Game Development; Advanced Seminar in Game Design; Game Systems & Experience Design

## Projects

**Stray: The Wayward Path** – **Design Lead & Systems Design**, Champlain College 2018-2019

- Third person action-adventure game made with **Unreal Engine**. I designed and **prototyped** the **combat system**, built a **scripted event system**, created a basic **AI system** using behavior trees, and iterated the combat feel.

**Jormungandr** – **Technical & Systems Design**, Champlain College 2018

- VR atmospheric experience where the player explores a dangerous underwater cave to uncover the mystery of a missing submarine. Made with **Unreal Engine**, I **prototyped systems** and **scripted gameplay events**.

## Other Interests & Skills

- PC & Console Gaming, Virtual Reality, Music Theory, Musical Theater, Spanish Speaking, Basic French Speaking