

Nick Joebgen

Game Designer

Chicago, IL

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Professional Summary

Combines a passion for virtual reality and its success, a creative mind, and the technical knowledge of a game and level designer to create immersive fantasy experiences that teleport Players to another world. Utilizes organizational skills to stay focused, positive, and motivated throughout the day, completing tasks on time.

Technical Skills

Agile/Rapid Development

Autodesk Maya/3DS Max

Basic C++/C#

Communication Skills

Gameplay Balancing

JIRA/Trello

Level and World Design

Oculus Rift Development

Unreal Engines & Scripting

Unity Engine & Scripting

Task Prioritization

Technical Design

Genre Expertise

First Person Shooters



Open World



Action/Adventure



Platformers



Awards

First Place - Global Game Jame 2015

IGDA Chicago

Space Scavengers

Experience and Credited Work

Lead Instructor, Digital Media Academy JUNE, 2014 - AUGUST, 2016

- Taught classes of fifteen students how to design video games for the Oculus Rift platform, utilizing the Unity Game Engine to create a project in one week.
- Taught a small class of students how to build a platformer level in the style of *Super Mario 64*, utilizing the Unreal Engine 4 to complete projects in one week.
- Utilized high levels of charisma to teach young children how to work in teams when building a game, and how to communicate with members from different disciplines

Jr. Game Designer, High Voltage Software FEBRUARY - APRIL, 2016

Damaged Core - Oculus Rift

- Worked on a later level, creating fun combat encounters and scenarios exclusively for the Oculus Rift
- Optimized and balanced a specific level to run within Oculus Rift specified performance parameters, without sacrificing gameplay
- Took charge in fixing over 200 unique bugs and polishing three different game levels during Alpha and Beta

Student Game Designer, DePaul University JANUARY - JUNE, 2016

Paper Wings - Computer Game

- Designed the game concept, gameplay, and features for a physics based paper airplane game built in the Unity Game Engine
- Took charge in creating all game levels, creating two different full lighting schemes, and implementation of all animations

Game Designer, Schrankbloom (Global Game Jam Team) JANUARY, 2016

Space Scavengers - Computer Game

- Took charge in creating a game concept and features that adhered to a specific theme and set a certain level of emotional investment from Players
- Led a team of four to successfully create a game in 36 hours that immersed players in working together to complete task they were assigned, and featured tasteful permadeath

QA Tester, Chicago Shipyard Tools and Games AUGUST, 2015 - 2016

Space Tanks P50 - Android/iOS Game

- Took initiative in finding flaws and solutions for game features and level design, to assist the design team
- Assisted the game design team with re-designing the game story and content for better mobile success

Production Intern, Robomodo, LLC SEPTEMBER - NOVEMBER, 2013

Hunger Games: Panem Run - Android/iOS Game

- Took charge in working with project spreadsheets and backlogs, assisting with proper organization
- Played an active role in assisting the design director with team management and task check-ins

Snowfall: Secret Agent Run - iOS

- Stepped up in the middle of the project to fill in for the team's producer, handling all milestone and production documents that were utilized by the publisher
- Assisted the QA department in verifying and reproducing bugs that were submitted by an outsourced team, as well as handling the assignment of the bugs to proper team members

Education

B.S. in Computer Game Design - Production/Design

JUNE, 2016

DePaul University

Magna Cum Laude

Volunteer

Conference Associate

MARCH, 2016 - PRESENT

Game Developers Conference

- Assist, direct, and inform attendees of the conference, helping to create the greatest experience