

Nicholas Johnson

LEVEL & NARRATIVE DESIGNER

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SKILLS

TOOLS

- | | | |
|----------------------------|------------------------------|-----------------|
| - White-boxing | - Scripting: Blueprints / C# | - Unreal Engine |
| - World Building | - Game Design Documentation | - Unity |
| - Level and Map Design | - Lighting | - Maya |
| - Narrative Design/Writing | - Team Management | - Articy |
| - Combat Design | - Milestone Presentations | - Adobe Premier |

EXPERIENCE

Freelance work

June 2019 – current

Level Design

- Constructed 2D Tabletop levels and world maps bi-weekly
- Incorporated new challenges, puzzles and missions in the levels to encourage player teamwork

Narrative Design

- Created essential storyboarding and interesting narratives to outline the project's gameplay
- Designed diverse character concepts and narrated individual character dialogue

Ride Share Association | Mappa Game

June 2021 – Oct 2021

Internship

Project Management

- Created Game Design Documentation to outline the project's scope
- Assigned tasks to team members and managed the project using Jira
- Collaborated with different departments to ensure the game was consistent and the project stayed on track
- Organized weekly team sprints outlining roles and responsibilities as well as their accomplishments

School Production | Zolaris

August 2020 – May 2021

Creative Director

Level Design

- Designed and mapped out 5 levels for the game world
- Implemented in-engine 3 game levels, from white box, set dressing, to a completed level
- Adjusted levels in the game to help guide the player and improve game feel
- Built core game play mechanics

Narrative Design

- Coded game narrative lines and wrote entire game script
- Directed VA sessions, and implemented all voice lines

School Production | Guardian Sentinel

March 2020 – April 2020

Producer

Level Design

- Designed and mapped out the layout for the entire game world
- Implemented the entire first level of the game in-engine, from concept to completion
- Optimized level by compressing graphic sizes, which added a 30-fps boost to gameplay

EDUCATION

University of Central Florida *May 2021*

B.A. Digital Media: Game Design

- Minor in Creative Writing

Computer Game Master Academy *October 2021*

Level Design for Games

- Further developed my level design