Nicholas Johnson
PROJECT MANAGER
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EXPERIENCE

Freelance work   *June 2019 – 2022*
   Project Management
- Created essential storyboarding and narration to outline the project's scope
- Managed weekly team meetings
- Organized a creative space and encouraged conflict resolution amongst team members
- Encouraged Team members personal and professional growth in 1 on 1 meetings

Ride Share Association | Mappa Game   *June 2021 – Oct 2021*
Internship
   Project Management
- Created essential 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 scope.
- Organized weekly team sprints

School Production | Zolaris   *August 2020 – May 2021*
Creative Director
   Project Management
- Remotely lead a team of 13 individuals with diverse skills set to work towards a finished product
- Evaluated teammates daily to ensure cohesive integration and expression of content
- Coordinated weekly team sprints and bi-weekly project presentation updates
- Created and managed task lists and delegated tasks to team members
- Oversaw and participated in creation of Game Design Document

School Production | Guardian Sentinel   *March 2020 – April 2020*
Producer
   Project Management
- Coordinated weekly team sprints and bi-weekly project presentation updates
- Developed core Game Design Documentation as project lead
- Created and maintained Project Documentation that outlined time worked, development goals, and project prioritization

EDUCATION

University of Central Florida *May 2021*	**Computer Game Master Academy** *October 2021*
B.A. Digital Media: Game Design	**Level Design for Games**
- Minor in Creative Writing	- Further developed my level design

SKILLS   TOOLS

- Team Management/Leadership	- Game Design Documentation	- Unreal Engine
- Deliverable Presentations	- White-boxing	- Unity
- Organization	- World Building	- Maya
- Interpersonal Communication	- Level and Map Design	- Jira
- Team building	- Narrative Design/Writing	- Articy
- Problem Solving	- Scripting in UE4 Blueprints	- Adobe Premier
- Time Management	- Lighting	