

Nicholas Johnson

PROJECT MANAGER

770-476-0699 • LinkedIn • nixnarrative@gmail.com • <https://www.twilightgamestudio.com>

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*

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

SKILLS

- Team Management/Leadership
- Deliverable Presentations
- Organization
- Interpersonal Communication
- Team building
- Problem Solving
- Time Management

TOOLS

- Game Design Documentation
- White-boxing
- World Building
- Level and Map Design
- Narrative Design/Writing
- Scripting in UE4 Blueprints
- Lighting
- Unreal Engine
- Unity
- Maya
- Jira
- Articy
- Adobe Premier