

Nathan Nilsen

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SUMMARY

Detail-oriented team player with strong organizational skills. Ability to handle multiple projects simultaneously with a high degree of accuracy.

SKILLS

- Planning and Coordination
- Communication
- Analytical and Critical Thinking
- Active Listening
- Team and Software adaptability
- Multiple Software expertise
- Troubleshooting and Testing
- Proficient With [Maya, Blender, Substance Painter, Zbrush]

EXPERIENCE

Unity Game Developer, Liminal VR, July 2023-August 2023

- Accomplished project objectives in technical and design areas to facilitate smooth, customer-focused gameplay.
- Solicited, obtained and integrated feedback from design and technical staff into original game design.
- Project was published on the Liminal VR Store.

Game Developer, SAE, February 2021-Current

Last Breath

- Created 3D assets.
- Animations.
- Contributed to mechanics and level design.
- Contributed in testing and surveying.
- Implemented feedback.
- Optimized and Worked with animation team.

Kriegsberg

- Helped design multiple game mechanics
- Programmed functionality and many mechanics within Unity
- Provided sprite art.
- Engaged in multiple play tests.
- Incorporated player feedback and implemented in further iterations and builds.
- Overall Grade awarded was a **high distinction**.

Our bond

- Level designer of interior house.

- 3D asset creation.
- Programmed functionality and mechanics within Unreal engine 4
- House model scaled and textured to real life measurements.
- Utilized Unreal Engine's subtitle system.
- Incorporated player feedback and implemented in further iterations and builds.

Frankenmech

- Created level environments in Unity.
- Helped program turn based battle systems.
- Modeled and textured character models. Both enemy models and the player model.
- Filled in for teammates tasks when they weren't able to
- Grade received on this project was a **high distinction**.

Team Member, Coles Supermarket Pty Ltd , October 2018-December 2019

- Providing exceptional customer service
- Delivered services to customer locations within specific timeframes.
- Worked flexible hours across night, weekend and holiday shifts.

Team Member, KFC Restaurant, August 2016-April 2017

- Learned all required tasks quickly to maximize performance.
- Contributed to team success by completing jobs quickly and accurately.
- Worked different stations to provide optimal coverage and meet production goals.
- Kept work areas clean, organized, and safe to promote efficiency and team safety.

EDUCATION AND TRAINING

Bachelor Games Development

Game Design, SAE , Melbourne, VIC August 2023

Diploma of Game Art And Design

Game Design, Holmesglen, Melbourne, VIC December 2020