

# Nick Vollmer

## Technical Designer, Team Leader & Writer

[nickbvollmer@gmail.com](mailto:nickbvollmer@gmail.com)

Please email for address and phone number.

**OBJECTIVE:** To create innovative and engaging gameplay experiences through excellent team communication, a lifelong passion for game development, a strong work ethic, and a never-ending desire to improve. I'll meet deadlines, be there early, work late, and enjoy every task I'm given!

### PORTFOLIO AT [WWW.NICKBVOLLMER.COM](http://WWW.NICKBVOLLMER.COM)

#### SKILLS:

Team Leadership & Communication  
Game Production  
Design Documents  
Level Design  
Systems Design  
C++  
Unreal Blueprint Scripting

Unity 5  
Unreal 4  
Paper Maps  
Isometric Maps  
Systems Design  
Google Docs & Drive  
Maya

Microsoft Office  
Creative Writing (BA, Multiple Awards)  
Screenplay Writing  
4<sup>th</sup> Dan Black Belt  
14+ years Martial Arts Instructor  
Fight Choreography

#### PROFESSIONAL EXPERIENCE:

##### **Stronghold (Jan. 2016 – Present) – Technical Designer/Scripter/Level Designer/Writer**

3D OPEN WORLD/TWIN-STICK SHOOTER/RPG UNREAL 4

Selected as a founding member for AAU's new game studio, Stronghold, led by the school's MFA director, Pryce Jones (formerly of Crystal Dynamics) and Programming Director, Rez Graham (AI Lead for Sims 4). Worked as one of two designers, created the initial GDD and multiple levels. Designed and scripted the Dialog System, Quest System, and Enemy Spawn Points.

##### **Psycho Princess (Spring 2015 – Present) – Project Lead/Design Lead/Level Designer/Scripter/Writer**

ACTION/ADVENTURE/TOWER DEFENSE UNREAL 4

Pitched Psycho Princess at AAU's pitch night contest and won. Ran the collab for over two years. Led 40+ students to create an action/adventure game with tower defense elements. In addition to managing the team and keeping things flowing smoothly, designed and scripted multiple levels, the combat system, checkpoints, skill growth, enemies, and towers.

#### Other Game Design Experience:

**Booty Traps (2016)** – Design & Scripting, Unity 5, AR Physical Puzzle Game/Traps Course for Google Tango, 4 person team

**Into the Light (2015)** – Team Lead, Level Design, Writing, Unity 5, 3D Horror Puzzler, 4 person team

**Vertically Challenged (2015)** – Team Lead, Level Design & Scripting, UE4, 3D Puzzler, 3 person team

**Ghosted (2015)** – Level Design & C# Coding, Unity 5, 3D Puzzler, Solo Project

**Fatal Black (2015)** – Level Design & Blueprint Scripting, Writing, UE4, Horror, Solo Project

**Nothing But Space (2014)** – Design & Scripting, Unity 5, 2D Bullet Hell, Solo Project

**White Rift (2013)** – Design, Scripting, Writing, RPG Maker, 2D open world RPG, Solo Project

**Student Rep for the MFA Program at AAU (3 Semesters & Current)** – led and mentored other students, helping with their game projects, pitches, and academic goals.

#### EDUCATION

College	<b>Academy of Art University (AAU)</b> – 79 New Montgomery St, San Francisco CA 94105 (800) 544-2787 School of Game Development – Design Focus <b>Masters of Fine Arts Degree: Game Development; Student Rep; 2014 - 2017</b>
	<b>Texas Christian University (TCU)</b> – 2800 S. University Dr., Ft. Worth TX 76109 (817) 257-7000 English Major – Creative Writing focus, Japanese Language Minor <b>Bachelors of Arts Degree: English; Cum Laude, Honors, Dean's Honor List; 2007</b>
	<b>DigiPen Institute of Technology</b> – 5001 150 <sup>th</sup> Ave., Redmond WA 98052 (866) 478-5236 Video Game Programming Workshop; 2004

References available upon request.