

William T. Nicholls – Game Designer / Level Designer / Tester

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Personal Data:

- Full name: William Terence Nicholls
- Nationality: English
- Date of Birth: 29 April 1989.
- Hobbies: Level Design and Gaming.

Description:

- Highly motivated games developer and gamer.
- Team player who keeps to deadlines, meets objectives and finds solutions to problems.
- Reliable and dependable with high personal standards.
- Strong planning, organising and monitoring abilities.

Education:

- 2007-2010: Bachelor of Arts First Class Honours Computer Games Design (University of East London)
- 2005-2007: Three A Levels - Grades C-D - English, ICT and Design and Technology
- 2000-2006: Ten GCSE's – Grades A-C

Previous Experience:

- Worked at Beatnik Games as Level Designer / Environmental Artist / Games Designer on two projects, Plain Sight (PC) and an unannounced iOS game.
- Over 7 years experience working on modifications of game engines such as Source, UDK, Unity and Sandbox.
- Qualified Games Designer, writing design documents and developing prototypes to test game mechanics.
- Worked with team members on personal game projects.

Achievements:

- Invited by Brando to play test and write reviews for EA's Battlefield 1943 and Valve's Left 4 Dead 2 on my personal blog.
- Worked alongside developers on game design projects such as "Nightfall" and "Pipe Dream" on the Source engine.
- Worked with a group of students on a unique game developed on the newly released Unity engine.
- Developed and planned a design document for an Iphone game currently still in development.
- Entered the "Polycount Team Fortress 2 Competition" and received positive feedback.

Software Knowledge:

- 3D Studio Max 9/2011 – [4 Years]
- ZBrush – [Basic]
- Mudbox – [Basic]
- Adobe Photoshop CS2/5 – [5 Years]
- Adobe Flash 9 – [1 year]
- Crazybump – [2 Years]
- Microsoft Office – [9 Years]
- Goldwave – [4 Years]

Game Engine Knowledge:

- UDK – [2 Years]
- Valve Hammer Editor – [5 Years]
- Cryengine “Sandbox” – [Basic]
- Unity – [2 Years]