

William T. Nicholls – 3D Environment Artist / Level Designer

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Personal Data:

- Full name: **William T. Nicholls**
- Nationality: **English**
- Date of Birth: **29 April 1989.**

Description:

- **Highly motivated games developer and gamer with excellent knowledge of the video games industry and its roles.**
- **Team player**, who keeps to deadlines, meets objectives and finds solutions to problems.
- **High level** of written and spoken English with good communication skills.
- **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:

- Currently working on an indie game called "[A Hat in Time](#)" by Jonas Kaerlev as a **Level Designer and Artist**.
- Created a [Counter Strike: Global Offensive level](#) with an industry [Senior Level Designer](#) (10 years experience).
- Worked at [Beatnik Games](#) as **Level Designer / Environmental Artist / Games Designer** on two projects, [Plain Sight](#) (PC Platform) and an unannounced iOS game (Iphone).
- Over **10 years** experience working on modifications of game engines such as **Source, UDK / Unreal, and Unity**.
- **Graduated** as a **Qualified Games Designer**, writing design documents and developing prototypes to test game mechanics.

Achievements:

- My work "[The Kingdom of Zeal \(UDK\)](#)" was **featured** on many **news websites** including [Kotaku](#).
- Invited by **Brando** to **playtest** and **write reviews** for [EA's Battlefield 1943](#) and [Valve's Left 4 Dead 2](#) on my **personal blog**.
- Worked on two modification projects called "[Nightfall](#)" and "[Pipe Dream](#)" on the **Source engine**.
- Developed and planned a design document for an [Iphone game](#) currently still in development.
- Entered the "**Polycount [Team Fortress 2](#) and [Darksiders 2](#) Competitions**" and received **positive feedback**.

Software Knowledge:

- Autodesk 3D Studio Max – [7 Years]
- ZBrush – [Basic Knowledge]
- Adobe Photoshop CS2/5 – [8 Years]
- Crazybump – [4 Years]
- Microsoft Office – [12 Years]
- Goldwave – [5 Years]

Game Engine Knowledge:

- UDK / Unreal – [5 Years]
- Valve Hammer Editor – [6 Years]
- Cryengine "Sandbox" – [Basic Knowledge]
- Unity – [2 Years]

Summary of "Plain Sight" (Company: Beatnik Games):

I was hired as a **Level Designer** to create new levels for an **unannounced iOS game** where I was given full creative freedom. I came up with new mechanics to expand the games variety and allow the other level designers to create more exciting levels. The game was shown to our publisher with my ideas included and it received positive feedback. I was also assigned to create more levels for the game "**Plain Sight**" in order to boost interest as the community had diminished over time. I created a total of **five polished levels** and two additional unfinished levels and these received positive feedback from the director of the team, **Damien Cerri**. As of today the levels are currently stored on the work computers and will be implemented in future updates.

Summary of de_cistern ("Personal Project" made for Counter-Strike: Global Offensive):

I was approached by an **experienced "Level Designer"** called **Richard Acherki** who needed an artist to detail his level which he had "white-boxed" in the **Hammer Editor**. I spent **5 months** creating **unique textures** and **models** in order to make the level stand out. I also **worked on the lighting** which took **3 weeks to perfect** and I **wrote a document detailing my design process and thoughts**. It was highly received by the CS community and I **was sent many messages of thanks** for the "**Making of de_cistern**" document.

Summary of "A Hat in Time" (Company: Gears for Breakfast)

I am currently working on "**A Hat in Time**" by **Gears for Breakfast** as "**3D Art Director**". The game is still in early development but it has already received widespread interest on several gaming news websites such as **Kotaku** and **Destructoid**. My role involves **creating all the levels** that the player will explore as well as **directing the environment art style** to the **other artists on the team**. Additionally I am involved in the **Level Design** and have **contributed gameplay ideas / mechanics** that have made it into the current version of the game.

Examples of my work above can be found on my Online Portfolio: <http://www.habboi.co.uk>