

NIC LYNESS

Game Designer

CONTACT

Phone: On Request

Email: nlyness@live.com.au

Website: niclyness.games

LinkedIn: [linkedin.com/in/nic-lyness](https://www.linkedin.com/in/nic-lyness)

Location: Brisbane QLD - AUS

Open to relocating or working remotely

SKILLS

- Unity
- C# Programming
- Visual Studio
- Live-Ops Planning
- Version Control
- Tortoise SVN
- Source Tree
- GitHub
- Game Design
- Level Design
- Visual Effects
- UI / UX Design
- Game Polish
- Animation
- Documentation
- Photoshop (CS4)

REFERENCES

Lindsay Parmenter

Head of Development - Krome Studios

Phone: On Request

Email: On Request

Scott Savage

Producer - Krome Studios

Phone: On Request

Email: On Request

Andy Green

Senior Programmer - HalfBrick

Phone: On Request

Email: On Request

INDUSTRY EXPERIENCE

Krome Studios - Game Designer

2020 - Present | 1.5 Years | Monster Dash

- Core game loop, mechanics, controls & flow improvements.
- UI / UX design.
- VFX creation & implementation.
- Weapons, gadget, powerup & skins design.
- Live-Ops - Event Design: milestones, rewards, flow & planning.

Krome Studios - Level Designer

2018 - 2020 | 3 Years | Wasteland & Bard's Tale Trilogy

- Level design, polish, set dressing & lighting.
- Events scripting & in game feedback.
- VFX creation & implementation.

Artefact Assembly - Game Designer

2015 - Present | Indie Game Developer | Lanterns

- University mates turned indie game development team.

ACADEMIC MILESTONES & AWARDS

Bachelor of Games Development (Design) Highest GPA

SAE Institute: Creative Media Institute

2015 - 2017 | 6.42 GPA

On graduation night of April 24 2018, I was recognised for having the highest Grade Point Average of 6.42, within all disciplines of the graduating cohort.

Game Development & Marketing Investment Program

Screen Queensland

In 2018, Artefact Assembly and the development team were one of the lucky recipients of Screen Queensland's investment program for game developers.

Creative Achievement: Higher Education

SAE Institute: Creative Media Institute

My university teams' capstone project - G.I.A.N.T.S won the 'Creative Achievement: Higher Education' award. Campus best major project in any higher education program.

STRENGTHS

Not only am I a designer, I am a very strong developer who is an integral part of the team and can collaborate with every discipline, bolstering and bettering the projects.

- Actively improves workflow
- Creative thinking
- Dedicated
- Good communication skills
- Quality focused
- Self directed & motivated
- Versatile
- Actively self educating
- Enthusiastic
- Unwavering work ethic
- Honest
- Problem solver
- Reliable
- Resilient

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