



//NICK BARBER

Game Designer//Programmer//Problem Solver

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EDUCATION

2019

SAVANNAH COLLEGE OF ART AND DESIGN, B.F.A GAME DESIGN, GA

Game Design, Programming, Game Art, Teamwork

2015

CUMBERLAND-PERRY VO-TECH, COMPUTER INFORMATION AND SYSTEMS, PA

IT Training, MTA: Networking Certified, Java, C++, C#

EXPERIENCE

VACANCY (2018) Lead Designer, Programmer, Puzzle designer

Best in Georgia (2018)

Debuted at SIEGE Con (2018)

DEVELOPMENT HELL (2017) Writer, Game Designer

SCAD Thumbs Up (Winter 2017)

SMORE CHAT (2014 -2015) Programmer, Electrical Engineer, Designer

Phoenix contact Nanoline Competition Finalist (2015)

Patent Purchase by The Hershey Company (2015)

OCCULT (2017) Sole Game Designer, Programmer, Artist, Animator

SCAD Thumbs Up (Fall 2017)

Fully Released as of Winter 2018

SKILLS

- C#, Java, C++, Arduino
- Virtual Reality
- Game Design
- Writing, World Design
- Html, Web Design
- Sound Design, Modeling, Material Art

PROGRAMS

- Unity Game Engine, Unreal 4
- Maya, Blender, 3Ds Max, Substance Painter
- Photoshop, Illustrator, After Effects
- Pro Tools, Audacity, Dreamweaver
- Work Scheduling (Sling, Slack, GSuite)
- Formal Training in Word, Excel, Access