

Gavin Nelson

Technical Designer

I'm a game designer with **6 years** of experience working digital and physical games. I have 1 professionally released title working as a **Game Designer** and **Game Programmer**. I have a passion for RPGs and strategy games.

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Education

Bachelor of Game Design

Sheridan College
2022

Engines

- ❖ Unity
- ❖ Unreal 4
- ❖ PlayCanvas

Software

- ❖ Google Suite
- ❖ Office Suite
- ❖ Jira / Trello / ClickUp
- ❖ Confluence
- ❖ Photoshop
- ❖ Adobe XD
- ❖ Maya / Blender
- ❖ FMOD

Programming languages

- ❖ C#
- ❖ TypeScript
- ❖ Java
- ❖ UE Blueprints

Skills

- ❖ System Design
- ❖ AI Design
- ❖ Tool Development
- ❖ Game Programming
- ❖ Prototyping
- ❖ Git

Achievements

- ❖ Released 1 game
- ❖ Completed 6+ game jams
- ❖ GDC Exhibitor in 2019

Experience

Game Developer

August 2023 - Present

Momentum Games

Indy games company working on their debut game "Athanasia"

- ❖ Built tools to improve development speed, such as a behaviour state machine tool and a level serialization tool.
- ❖ Implement NPC AI.
- ❖ Bugfix existing code base.

Technical Game Designer

January 2023 - August 2023

Gatarn Games LTD

Indy game studio with a focus on multiplayer online games.

- ❖ Designed and implemented game systems using C# and TypeScript. New systems and system iterations always targeted player feedback, such as unbalanced combat interactions.
- ❖ Improved code base to be more homogenized. Removed coupling from framework to accelerate development.
- ❖ Balanced combat systems to put unique value on all gear and create a satisfying reward schedule.
- ❖ Created and implemented browser and mobile UI/UX mockups with a focus on accessibility and usability.

Unity Developer | Cast Software | May 2021 - January 2022

Software development company that creates applications that assist with creating and running stage productions.

- ❖ Led team of developers to create camera tracking software.
- ❖ Maintained technical documentation and user documentation.
- ❖ Developed core systems for the application, such as an event system and a UI system.
- ❖ Designed and pitched features to stakeholders.
- ❖ Worked on a Unity plugin that allowed 3rd party developers to interface with proprietary tracking software.
- ❖ Supported clients with the implementation of the software, assisted with troubleshooting of installation.

Other Notable Experiences

Game Designer | Edushare | December 2020 - August 2021

Edushare focusses on creating unique products that can improve the learning experience of students.