

NIC DRENNON

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Summary

Game Designer with a focus on 3D editing & programming. I'm a very detail oriented team player who's organized, flexible, and able to thrive in a fast paced environment.

Game Testing Experience (Volunteer)

2K Games / Novato, CA

Various Times | May, 2012 – January, 2015

- Play unreleased new content
- Provide detailed feedback (via in-depth survey) directly to developer
- Assisted in publishing the following games:

GAME	PLATFORM
Sensei Wars	iOS/Android
Sid Meier's Civilization: Beyond Earth	Windows
Sid Meier's Civilization: Starships	Mac OS

Projects

Alternate Dimension Portal | Full Sail University Level Design Project

March, 2015

- Designed & implemented cutscenes using UDK 3
- Scripting using Microsoft C#

The Replacement | Full Sail University Level Design Project

May, 2014

- Designed the outdoor area of the level using terrain tool, multiple volumes, particle systems, etc.
- Created fractured doors that exploded using Kismet
- Made buildings from scratch using brushes & textures that included multiple levels/rooms
- Designed & implemented cutscenes using UDK 3
- Scripting using Microsoft C#

Through the Wire... | Full Sail University Level Design Project

March, 2014

- Designed & implemented cutscenes using UDK's Matinée
- Created an item collection system using Kismet that opened previously inaccessible areas to level

The Nine | Full Sail University Game Design Project

October, 2013

- Designed multiple playing cards that were then brought to life using Photoshop
- Wrote the "rules" and "win conditions" of the game manual & design document.

Work Experience

Fireman's Fund Insurance (Contract Through Nelson Staffing)

July, 2013 – Present

- Contract Specialist / Novato, CA

Express Scripts

February, 2011 – December, 2012

- Patient Care Advocate / Tempe, AZ

24 Hour Fitness

March, 2008 – October 2010

- Assistant Member Service Manager / Phoenix, AZ
June, 2010 – October, 2010
- Service Representative / Petaluma, CA & Tempe, AZ
March, 2008 – May, 2010

Skills

Illustration	Level Design
Programming (JavaScript & C#)	3D Editing (UDK)
Photoshop	Prototyping (Digital & Analog)
Microsoft Word	Microsoft Excel
Texture Creation (UDK/Photoshop)	Spell Effects (UDK)
Story/Mood Boarding	Perforce

Education

Full Sail University; Winter Park, FL - Bachelor's Degree in Game Design

2015