# Nicholas Bukdahl

Game and level designer

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## 👤 PROFILE

I am an experienced cross-disciplinary game designer, who loves solving design challenges and overcome technical constraints. I study player data and behavior to improve my designs, as I strive to stay innovative and create memorable gameplay experiences for the players. I am an organized and social team-player, that has a burning passion for creating games, sharing ideas, and engaging with colleagues. In my spare time, I play board games with friends, tinker with small electronic projects and design woodworking furniture.

## 💼 WORK EXPERIENCE

### 2017 – 2017 | Level Designer | PointVoucher (Internship)

Worked as a level designer on Play.London with Mr. Bean

- Designed and developed levels using in-house engine (Unity)
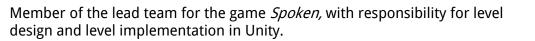- Helped develop features and game mechanics

### 2016 – 2017 | Game Designer | NapNok Games (Project Employment)

Worked with various unreleased projects, some of which are still unannounced.

- Game designer on Frantics – PlayLink for PlayStation 4
  - Developed mini-game concepts
  - UX tested and iterated on mini-game designs
- Game and level designer on *Sinking Feeling* – PlayStation VR
  - Developed concept with Lead Game Designer
  - Designed and developed prototype level
  - Developed and iterated on control scheme to improve UX
- Worked in a cross-disciplinary and agile workflow with teams of 6 - 40 people

### 2015 – 2015 | Level Designer | DADIU (Internship)

Member of the lead team for the game *Spoken,* with responsibility for level design and level implementation in Unity.

- Narrative driven level design
- AI & gameplay scripting (C#)
- Game released on App Store and Google Play
- Nominated for Best Showcase at Spilprisen 2016

### 2015 – 2015 | Interactive Experience Designer | LEGO (Internship)

Designed and developed interactive experiences that attempt to merge the physical and digital world of play.

- UX / UI Design
- Developed prototypes in Unity using C#

##  TECHNICAL SKILLS

| Language / Software | Years' experience | Skill level |
| --- | --- | --- |
| Unity3D | 4 | Intermediate |
| Object-Oriented – C#, Lua | 3 | Novice |
| Autodesk Maya, 3ds max | 3 | Novice |
| Adobe Photoshop | 6 | Proficient |
| Microsoft Office | 8 | Proficient |

##  EDUCATION

### 2014 – 2016 | MSc. Medialogy with specialization in Games at Aalborg University, Denmark

The Master's allowed me to focus on the science of games, explore the UX of playing games, player behavior and motivation. Interning with LEGO, we explored the free-build experience which occurs doing play.

With knowledge of both design and technology, I have gained great cross-disciplinary communication skills and working in large teams is second nature to me.

### 2011 – 2014 | BSc. Medialogy at Aalborg University, Denmark

During my bachelor's I have obtained a broad understanding of media technology and media science on both a theoretical and practical level with the interest of specializing in the science of games.

My bachelor project titled *Augmentation of Board Games Using Smartphones* focused on social presence in board games. It was developed into a paper and published at HCI International 2015.

##  VOLUNTEER

### 2017 – now | Instructor | Coding Pirates

Teaching kids (7 – 14 years) programming (C#) and game development (Unity).

- Organizing and coordinating lecture material among instructors
- Teaching of 9 – 12 kids each week
- Help fix bugs in code or problems in Unity

### 2015 – 2017 | Organizer |Nordic Game Jam

Member of core-organizer team with responsibility for the infodesk, through which over 900 participants were checked in.

- Worked with location partner to ensure network stability
- Verified presentation rooms and their technical specifications

##  LANGUAGES

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| --- | --- |
| Danish | Native |
| English | Professional working proficiency |