



Jerry Nacier

Level Designer

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Skills

Design/Art

Level Design (2D/3D)

Mechanics Design

UI/UX Design

Puzzle Design

Narrative Design

Traditional Art

Digital Art/Pixel Art

Data Analysis

Design Documentation

Engines/Languages

Unity

Unreal (BSPs)

Zero Engine
(DigiPen Proprietary)

C#

C++ (familiar)

ActionScript 3.0

Zilch
(DigiPen Proprietary)

Software

Photoshop

Maya

Trello

Slack

XMind

POP

Git

SVN

Perforce

Projects

Level, Puzzle Design

Descend Into Stone – Unreal 06/2017 – 04/2018

3D, 3rd-person, action-adventure game about exploring a lost civilization |Team of 14

- Designed two of the four areas from paper prototype to final whitebox
- Documented level flow and user experience of two areas
- Assisted in the creation of the game's puzzle mechanic
- Playtested and refined puzzles according to feedback
- Worked with art team to balance world-building and pacing

Level Design

Space That Thing – Unreal 02/2017 – 04/2017

3D, networked, sci-fi, horror, hidden identity, management game |Team of 12

- Whiteboxed and finalized two of three major rooms of the ship
- Assisted in redesigning the functionality of all rooms and hallways
- Collaborated with art team and studied scene composition to polish the ship

Level, UI/UX Design

Dark Shot VR – Unreal 01/2017 – 02/2017

VR archery arcade game developed for the HTC Vive |Team of 9

- Built the foundation for tutorial and main menu level
- Created detailed documentation for the tutorial and main menu level
- Prototyped the diegetic UI

Mechanics, Level Design; Gameplay Scripting; Artist

Paper Cut – Unity 09/2015 – 12/2016

3D adventure platformer set in a cardboard world |Team of 7

- Enhanced engagement by implementing player movement abilities
- Scripted dynamic elements to animate game world
- Drafted 10 levels; playtested potential game mechanics and puzzles
- Refined 20 levels, balancing spatial fidelity and the game's aesthetic uniqueness
- Conceptualized and finalized 50+ characters and props

Awards & Honors

Space That Thing:

1st Place, Best Multiplayer Experience.

Work Experience

Quality Assurance Tester, Nintendo/Aerotek 11/2018 - 04/2019

- Researched, documented, and reported bugs/Playtested for critical issues

Lead Teacher, ProjectFUN (DigiPen) 06/2016 - 08/2016

- Taught the basics of the game development process to grades 7-12 online

Teaching Assistant, DigiPen Institute of Technology 01/2015 - 04/2015

- ART102: One-on-one advising, assignment critiques, creation of additional notes

Education

Bachelor of Arts in Game Design, DigiPen Institute of Technology

09/2013 - 04/2018