

Nick Bryan

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EDUCATION

Rochester Institute of Technology, Rochester, NY

May 2024

Bachelor of Science, Game Design and Development & English

GPA: 3.80

Related Courses: Game Design and Algorithmic Problem Solving I & II (C#), Game Design and Development I & II (C#, C++, Unity), Data Structures for Games and Simulations I & II (C++), Foundations of Interactive Narrative (Twine), Level Design, Casual Game Design, Tools and Techniques for Game Modification, IGM Production Studio, Board and Card Game Design and Development

SKILLS

Programming Languages: C++, C#, HTML, CSS, JavaScript, Typescript

Tools: Unity, React, Git, Twine, MonoGame, Maya, Photoshop, After Effects, Premiere Pro, InDesign

FEATURED PROJECTS

Strategies of Interactive Narrative in Games for Narrative Designers

January 2024-Present

- Writing a textbook for narrative designers explaining common mechanics used in game narratives
- Researched, analyzed, and compared the narrative design mechanics of various games in order to highlight the ways in which they effectively communicate narrative to players
- Presented my research at RIT's English Symposium, using my findings to illustrate my game and narrative design philosophies

Witch Trials

December 2023

- Wrote scripts for characters and designed social deduction puzzles for the player to solve
- Collaborated with game designers to create a narrative system that flowed into the core gameplay loop
- Developed and implemented narrative and dialogue systems in Unity

Deal With the Devil

May 2022

- Designed the core game loop and card mechanics for a multiplayer card game collaboratively
- Hosted weekly playtests to receive feedback on the game and work on game balancing
- Worked with an online board game publisher, The Game Crafter, to create copies of our game for sale

WORK EXPERIENCE

Rochester Institute of Technology

May 2024-August 2024

Web Application Designer and Developer

Rochester, NY

- Designed the application's systems of interactions collaboratively in a small team
- Developed the application's drawing tools, persistent data, and image exporting using TypeScript and external JavaScript libraries (PaperJS) within the React framework
- Held daily team standups to discuss team progress as well as receive feedback on completed work
- Presented my team's progress and demonstrated in-development features to supervisors and production management on a weekly basis

Rochester Institute of Technology

January 2023-May 2023

Twine Game Coder

Rochester, NY

- Created a library of commands in JavaScript within the Twine application targeting writers of hypertext fiction with little to no prior coding experience
- Wrote and developed short branching narrative demos in order to demonstrate the library's uses