



Nicolas DeFrank

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SKILLS

Unity 3D, Unreal (Blueprints), C++, C#, Python, Maya, GitHub, Jira, Google Suite, Microsoft Suite, Adobe Suite, Source Engine

EXPERIENCE

Level Designer, Steve Lee's Level Design Jam 3 [Half Life 2 Source Engine Mod] Los Angeles, CA • January 2023 — February 2023

- Designed, scripted, iterated and received feedback on a horror themed level that combined FPS survival horror mechanics, physics puzzles and scripted cinematic moments.
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USC Games, Level Designer, Spurpunk [Unity Mobile 3D Strategy Game] Los Angeles, CA • August 2018 — October 2021

- Published on the Apple App Store and Google Play Store
 - Scripted tutorial level events, designed puzzle-like level geometry, iterated and implemented 30 levels suited for strategy and puzzle-like gameplay with multiple solutions and approaches.
 - Iterated and balanced majority of levels based on player feedback to improve on previous designs to create a captivating yet challenging experience.
 - Collaborated closely with other level designers to ensure a consistent and engaging flow to all levels and the overall game.
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BOSS Camp Programs, Game Design Instructor Long Beach, CA • July 2021 — August 2021

- Taught a class of high school students about Game Design fundamentals. Concepts taught included: Core Loops, Gameplay Mechanics, Affordances, Tutorials, Player Choice, Level and Boss Design, Iteration, and Playtesting.
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Lead Level Designer, Narrative Designer, SFX, The Dead Village [Unity Narrative Horror Game] USC • September 2019 — November 2019

- Scripted all cinematic level events, designed horror-centric level geometry, prototyped and implemented both levels that utilized environmental storytelling to ensure an immersive psychological horror experience.
 - Designed and implemented all SFX to ensure player immersion during key cinematic scripted moments of gameplay.
 - Wrote all player and NPC dialogue that narratively reflects the horror players would experience.
 - Directed in-game cutscenes, scripted moments and the trailer.
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Level and Gameplay Designer, Co-Writer, Bound [Unity Co-op Puzzle Game] USC • January 2018 — May 2018

- Scripted 3 tutorial and 2 boss level events, designed tutorial level geometry, prototyped, and implemented boss and puzzle levels to ensure players experience challenging asymmetrical gameplay.
 - Designed and balanced the unique cooperative asymmetrical mechanic to create comic chaotic gameplay among players.
 - Wrote and designed both main characters and both bosses.
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EDUCATION

University of Southern California, School of Cinematic Arts Los Angeles, CA • 2017 — 2020

B.A. Interactive Media and Game Design, USC Games

