

Nick Verducci

Level Designer

Online Portfolio

nickverducci.com

Twitter

[@zNiiC Official](https://twitter.com/zNiiC)

LinkedIn

[Nick Verducci](#)

Skills

Radiant

Unreal Engine

Unity3D

Substance Painter / Designer

Adobe Photoshop

Autodesk Maya / 3DS Max

Effects Editor

Valve Hammer Editor

Autodesk AutoCAD

Awards

UGX-Mods Summer Map Contest Winner, 2014

DePaul Deans Scholarship, 2016-2019

Qualification Summary

Self-motivated, self-taught college junior at DePaul University College of Computing and Digital Media majoring in Computer Game Development with a concentration in Game Design. Over the past seven years of practice, feedback, iteration, and failure has improved and motivated Nick to continue his passion of creating memorable and fun levels for video games.

Work, Games and Leadership Experience

CareerInSTEM | June 2018 – August 2018

Game Design Intern

- Leveraged existing Career In STEM resources to plan a gamified platform.
- Defined story lines, levels, point systems, game mechanics, by utilizing game design documents.

[Sashimi Slammers](#) | March 2018 – June 2018

Lead Designer, Level Designer, 3D Artist, Animator

- Fight your opponent fight off the chopping block by flopping and flipping each other into the deep fryer.
- Known for the physical fish controllers, Sashimi Slammers was well received by our professor and is endorsed by DePaul's JDE program.
- Showcased at Bitbash 2018, Pixel Pop 2018, and Token 6.

DePaul College of Computing and Digital Media | 2016 – Present

Tech Support

- Provide support for lab, faculty, and staff computers in the College of Computing and Digital Media.
- Other responsibilities include installation, maintenance, and troubleshooting of department hardware.

Triple-M Games | 2011 – 2015

Level Designer

- Designed and built 3D levels for use with *Call of Duty: World at War*.
- Samples can be viewed at nickverducci.com.

VEX Robotics Leadership Team | Bellarmine College Preparatory | 2014-15 Academic Year

Technical Director

- One of 12 students selected by faculty members and industry mentors to lead nationally recognized Bellarmine College Preparatory robotics team.
- In charge of providing technical direction and solutions to seven VEX teams during the design phase, at builds, and during competitions.
- Responsible for keeping track of and balancing the parts budget.

Education

DePaul University College of Computing and Digital Media | Chicago, IL | Class of 2019

GPA: 3.8 (cumulative)

Bellarmino College Preparatory | San Jose, CA | Class of 2015