Nick Verducci

Level Designer

Online Portfolio
nickverducci.com

Twitter
@zNiiC_Official

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, 2017, 2018, 2019

Qualification Summary

Self-motivated, self-taught level designer with AAA experience. The past seven years of practice, failure, feedback and iteration has improved and motivated Nick to continue his passion of creating memorable and exciting levels for video games.

Work, Games and Leadership Experience

343 Industries | April 2019 – Present
Campaign Level Designer – Halo: Infinite
- Work with team leads, concept artists, gameplay designers and proprietary tools to create levels from inception to blockout complete.
- Took charge of multiple levels after first blockout phase to drive my own creative vision by pitching to lead level and world designers.

Project Borealis | April 2019 – Present
Level Designer
- Work with team leads, programmers, concept artists and writers to create levels.
- Create levels from inception to release by utilizing 2d sketches, blockouts and playtesting.

Career In STEM | 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 Bit Bash 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, built and play tested levels for use with *Call of Duty: World at War*.
- Collaborated with other level designers for feedback and design ideas.
- Worked with programmers for scripted events and features.

Education

DePaul University College of Computing and Digital Media | Chicago, IL | Class of 2019
GPA: 3.8 (cumulative)

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