



//NICK BARBER

Game Designer//Programmer//Problem Solver

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EDUCATION

2019

SAVANNAH COLLEGE OF ART AND DESIGN, B.F.A. GAME DESIGN, GA
Game Design, Programming, Game Art, Teamwork

2015

CUMBERLAND-PERRY VO-TECH, COMPUTER INFORMATION AND SYSTEMS, PA
IT Training, MTA: Networking Certified, Java, C++, C#

EXPERIENCE

ZAP ENTERTAINMENT (Apr 2018 - Current) Contracted Programmer
Contracted programmer working in Unreal, Unity, and PhoneGap

HARRISBURG UNIVERSITY (Mar 2018 – May 2018) Developer, Teacher
Worked on medical imaging software and taught Unity for the summer exploration camp

VACANCY (Feb 2018 – Mar 2018) Designer, Programmer (C#), Puzzle designer
GDC (2018) Siggraph (2018) Best in Georgia (2018) Siege Con (2018)

COLGATE – PALMOLIVE / SCAD (Jun 2018 – Sep 2018) Programming lead
Worked with APIs, Bluetooth devices, and Android

ACCOLADES / ACHIEVEMENTS

- GGDA Best in Georgia (2018)
- Dean's List (Spring 2016, Fall 2016, Winter 2017, Winter 2018, Spring 2018)
- SCAD Achievement Honors Scholarship (2016 – 2019)
- Academic Honors Scholarship (2016 – 2019)
- Game Development Network Club Officer (2017-2019)

SKILLS

- C++, C#, Java, Arduino (9 yrs.)
- Virtual Reality (5 yrs.)
- Html, Web Design (2 yrs.)
- Game Design
- Writing, World Design

PROGRAMS

- Unity Game Engine (9 yrs.), Unreal 4 (5 yrs.)
- Maya, Blender, 3Ds Max, Substance Painter
- Photoshop, Illustrator, After Effects
- SCRUM / Scheduling (Slingshot, Slack, Trello)
- Formal Training in Word, Excel, Access