

Jacob H Nowak | Game Designer

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Design Skills: *Game Design, Creative Writing, Narrative Design, Prototyping, Quest Design, Worldbuilding, Project Management, Concepting, Agile/Scrum, Experiential Design, UI/UX, Playtesting,*

Employment

3S Tech and Talent - *Game Systems Design Intern*

2023

- Communicated project needs with a large team.
- Identified industry best practices and pitched findings to company executives.

Artifact Coffee - *Line Cook*

2024 - Current

Education

Academy of Interactive Entertainment, Seattle - *Advanced Diploma in Game Design and Production*

- Majored in Game Design, but also worked on different projects as a Producer, Artist, and Programmer in order to better acquaint myself with those disciplines.

Kootenai Technical Education Campus - *Multiple Certifications in Welding*

2017 - 2019

Projects

Heights - **Lead Designer and Producer (Team of 10) - Unity**

A 3D first-person Fishing Game where the player flies a ship between several floating island environments.

- Collaborated between disciplines, using various tools to convey ideas.
- Used Agile Development to guide a team of 10 and produce a finished project within our deadline.
- Scripted environmental mechanics, Inventory system, NPC dialogue, Player mechanics, and more.
- Prototyped rapidly, iterating and digesting feedback. Integrated feedback into the project workflow.

Delirium - **Systems and Narrative Design - (Team of 9) - Unity**

A 3D acid trip in which each level features its own unique gameplay and mechanics.

- Wore multiple hats, programming, and aiding with art implementation where necessary.
- Utilized environmental storytelling to convey a dark and outlandish narrative/message.

Bamboo - **Lead Designer (Team of 3) - Unity**

A 2D Top-Down Rogue-like in which every feature revolves around Bamboo!

- Programmed multiple-level features and systems. Documented core mechanics.
- Designed 8 unique enemy types, a boss fight, several interchangeable levels, a plethora of unique items, and over a hundred action cards, each with its own flavor.

DragonRend - **Solo Project - Table Top**

A Magic The Gathering card Set, built to flesh out my world-building and technical writing capabilities.

- Authored card and flavor text on over 200 cards, exercising immense attention to detail and iteration.

Activities and Programs

Dungeons and Dragons

As a player and Dungeon Master, I regularly practice creative writing, worldbuilding, and systems design.

Program Understanding: *Unity, Unreal(Visual Scripting), Microsoft Word, Google Suite, Excel/Google Sheets, C# Programming/Visual Studio, Jira, Maya, Github, Figma. Photoshop. Procreate, Perforce, Hack'N'Plan*

Blizzard Game Consultant

I had the unique opportunity to act as a paid consultant for the event planning company that hosted Blizzard's BlizzCon 2023.