

# JIM NIEHUES

*(pronounced "nee-hooce" in case you were wondering)*

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## Video Game Developer

Skills	Languages	Software	Other
Experience	<p><b>Full-Stack Unity Developer</b>      <b>5th Planet Games</b>      <b>2017 - 2019</b></p> <p>Worked on the development and multiplatform release of Dawn of the Dragons: Ascension. Created frameworks for UI reuse, high-level UI navigation/loading/transitioning, automatic AssetBundle assignment, and AssetBundle runtime management among others.</p> <p><b>Full-Stack Flash Developer</b>      <b>5th Planet Games</b>      <b>2015 - 2016</b></p> <p>Worked on multiple titles including Dawn of the Dragons. Worked my way up to lead developer for the company's most profitable game. Created a tool to partially automated the update procedure, which reduced the procedure's contribution to the weekly scheduled downtime from 5-10 mins to ~1 min.</p> <p><b>Developer</b>      <b>Studio B Flat Games</b>      <b>2013 - 2013</b></p> <p>Polished and expanded the platformer game mechanics and implemented all weapons and created all weapon FX for Bronto Blast.</p> <p><b>Independent Game Developer</b>      <b>2011 - present</b></p> <p>Has worked on multiple multi-year projects as the lead developer. Projects covered diverse genres including rhythm, kart racing, and turn-based strategy. All projects were made in Unity. Participated in numerous Game Jams.</p>		
Education	<p><b>Bachelor of Fine Arts</b> - Animation &amp; Visual Effects</p> <p><b>Associate of Science</b> - General Education</p>	<p><b>Academy of Art University</b></p> <p><b>Woodland Community College</b></p>	<p><b>2007 - 2010</b></p> <p><b>2004 - 2007</b></p>
Shipped Titles	<p><b>Dawn of the Dragons: Ascension</b> - 5th Planet Games <b>Dawn of the Dragons</b> - 5th Planet Games (post-launch development) Bronto Blast - Studio B Flat</p>		