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Lukas Nicola

Game Designer

Additional Skills

- Unity
- Unreal Engine 4
- Scripting
- C#
- C++
- Perforce
- Github
- Jira
- Photoshop
- Excel/Sheets
- Logic
- Visual Studio
- Maya
- Audacity

Education

University of Central Florida
Florida Interactive
Entertainment Academy
MS - Interactive
Entertainment - 2017

DePaul University
BS - Computer Game
Development - 2016

I am an ambitious game designer with 5 years of mobile and indie development experience across content, systems, and technical design. I am passionate about building engaging content, events, and systems for live-service games. I have worked with both PC and mobile game development.

Experience

Pocket Gems - Adventure Chef: Merge Explorer

Game Designer, March 2021 - August 2022

- Owned level, quest, and narrative design facets to independently produce main campaign levels in time for world-wide launch.
- Coordinated with environment artists to build out event levels under a tight timeframe, as we sought to establish the project's viability in a live production environment.
- Created the "Creative Cooking" system, a feature for players to experiment and combine ingredients to earn rewards based on discovered combos and synergies.
- Designed a "Pirate Treasure Chest" event feature, which gave players agency to choose their level of risk and reward for event participation.

Pocket Gems - War Dragons

Game Designer, Feb 2019 - March 2021

- Drove the design for 70+ ability-driven dragons over 12 seasonal releases, each with their own unique spell kit and place within the War Dragons meta-game.
- After maxing out the design space for dragon abilities, led the design of a "Modular Spell System," which allowed designers to combine mechanics from different spell archetypes into new abilities and produce more innovative designs to delight and engage players.
- Created a "Rider Spells" feature, which renewed player interest in a stale progression system by allowing for more lateral character specialization.

Associate Game Designer, Sept 2017 - Feb 2019

- Produced compelling ability-driven characters with cohesive visuals and gameplay by working closely with VFX artists and narrative designers.
- Lobbied for the creation of the Gameplay Faction, a curated group of players that aided the team in creating player-first features and content.