

NICHOLAS DROBES

TECHNICAL GAME DESIGNER

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PROJECTS

Word Plays – Puzzle Game – Horizon Worlds

Feb 2025

Technical Designer & Gameplay Designer

- Adapted to a new engine in 48 hours, rapidly learning and applying new tools effectively.
- Designed engaging, interactive puzzles while working within severe technical constraints.
- Collaborated with artists, programmers, and designers to win first place in the jam.

Daring Descent – Arcade Mobile Game – UE5

Nov 2024

Team Leader & Technical Designer

- Led 9-person team to develop a game designed for mobile in under 48 hours.
- Scripted core game mechanics, including physics-based systems, in Unreal Engine Blueprints.
- Coordinated and assisted UI, Sound, Level Design, and Art teams for seamless integration.

Nimble Nursing – Casual Simulation Game – UE5

Sept 2024

Team Leader & Technical Designer

- Led a 6-person team to complete a game in under 48 hours, winning second place in jam.
- Scripted all game mechanics while collaborating with Level Design, Art, and UI teams.
- Directed game design and production, ensuring clear communication and timely completion.

STRESS TEST – First Person Shooter – UE5

Jun – Sept 2024

Technical Designer, Gameplay Designer, Systems Designer

- Created a procedural weapon system to enhance combat variety with randomized modifiers.
 - Developed a dynamic level instancing system with intuitive designer tools.
 - Owned level design process for one combat level from whiteboard sketches to fully playable.
 - Implemented and balanced enemy scaling and player progression systems.
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EDUCATION

Bachelor of Science in Game Design

Oct 2024

Full Sail University – Winter Park, FL

- Valedictorian – 4.0 GPA
- Advanced Achievement Award
- 2x Course Directors Award

Associate of Science in Multimedia Technology

May 2022

Hillsborough Community College – Tampa, FL

SKILLS

Unreal Engine
Unity
Gamedev Studio
C++/C#/Javascript
Perforce & Git
Jira & Confluence

Technical Documentation
Audacity
Microsoft Excel
Microsoft PowerPoint
AGILE Methodology
Testing & Debugging

Unreal Blueprints
Visual Scripting
Character Mechanics
Systems Design
Tools Design
Rapid Prototyping