

NICHOLAS DROBES

TECHNICAL DESIGNER

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EXPERIENCE

Game Designer

Feb 2026 – Present

Jurassic Sunset Games – Vice: *Magic City Mayhem* – Unity

- Overhauled tutorial and intro section, replacing text-only tutorial with “learn-by-doing” onboarding.
- Refined game content and fixed bugs, polishing product in preparation for multi-platform release.
- Quickly ramped into a mature Unity project while requiring minimal onboarding resources.

Technical Designer

May 2026 – Sept 2026

M3D Technologies – Multiple Projects – UE5

- Owned gameplay design and implementation from concept to launch for a family play area installation in a high-traffic public space (Orlando International Airport).
- Shipped 3 interactive kiosk games in under 3 months while exceeding client quality standards.
- Designed intuitive controls for real-time trackerless motion-capture gameplay, enabling first-time players to engage without instruction or setup.

Associate Systems Designer

Jun 2025 – Feb 2026

Intrepid Studios – *Ashes of Creation* – UE5

- Contributed to the design, implementation, and maintenance of large-scale MMORPG systems including player-driven settlements, gathering, crafting, commerce, and progression features.
- Polished player-facing systems for Steam Early Access launch, supporting 50,000+ daily players.
- Investigated and fixed 100+ bugs across a variety of systems, improving build quality and stability.
- Built custom spreadsheet workflows using Python, C#, and Google Apps Script to overhaul 1,000+ tooltips, improving item clarity and usability.
- Queried and analyzed data using SQL to inform balancing decisions for underutilized content.
- Designed 20 unique relics within directed scope to expand and enrich existing gameplay systems.
- Designed and implemented 50+ armor and weapon items, including stat values and crafting recipes.
- Authored detailed design documentation and iterated on designs based on team feedback.

Technical Designer

Mar 2025 – Jun 2025

Maru Interactive – *My Maru* – UE5

- Developed a comprehensive procedural environment system in Unreal Blueprints and PCG Framework, generating terrain, walls, and foliage at runtime using deterministic algorithms.
- Created highly optimized, lightweight butterfly NPCs supporting 300+ entity counts at 60fps using a state machine and custom movement scripts to emulate realistic flight and obstacle avoidance.
- Built custom designer tools for modifying procedural generation parameters to enable rapid iteration.
- Recorded custom in-engine cinematics with Unreal Sequencer for marketing and pitch presentations.
- Established a pipeline to allow procedural meshes generated at runtime to be sampled by Unreal Engine’s PCG framework.

EDUCATION

Bachelor of Science in Game Design

Oct 2024

Full Sail University – Winter Park, FL – Valedictorian (4.0 GPA)

Associate of Science in Multimedia Technology

May 2022

Hillsborough Community College – Tampa, FL

SKILLS

Unreal Engine
Unity
GameMaker
C++, C#, JavaScript

Technical Documentation
Perforce & Git
Jira & Confluence
SQL

Gameplay Mechanics
Systems Design
Content Design
Rapid Prototyping