NICHOLAS DROBES

TECHNICAL GAME DESIGNER

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EXPERIENCE

Ashes of Creation – Intrepid Studios – UE5   Jun 2025 – Feb 2026
Associate Systems Designer
- 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 sustained 25k daily CCU.
- Investigated and resolved 100+ bugs across a wide variety of interconnected systems.
- Built custom spreadsheet workflows to overhaul 1000+ tooltips, improving item clarity and usability.
- Queried economy data using SQL to inform balancing decisions for under-utilized 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.

My Maru – Maru Interactive – UE5   Mar – Jun 2025
Technical Designer
- 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 using a state machine and custom movement scripts for realistic flight and obstacle avoidance.
- Built custom designer tools for streamlined editing of procedural generation parameters.
- Used Unreal Sequencer to record custom cinematics for marketing and pitch presentations.

PROJECTS

Word Plays – VR Puzzle Game – Meta 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.

STRESS TEST – First Person Shooter – UE5   Jun – Sept 2024
Game Designer
- Created a procedural weapons system to enhance combat variety with randomized modifiers.
- Developed a dynamic level instancing system with intuitive designer tools.
- Designed, implemented, and balanced enemy scaling and player progression systems.

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	Technical Documentation	Unreal Blueprints
Unity	Audacity	Visual Scripting
Gamemaker	Microsoft Excel	Character Mechanics
C++/C#/Javascript	Microsoft PowerPoint	Systems Design
Perforce & Git	Agile Methodology	Tools Design
Jira & Confluence	Testing & Debugging	Rapid Prototyping