# SHANE **NIELSEN**

## GAME DESIGNER

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## EXPERIENCE

**APR 2017 – CURRENT**
**MISSION DESIGNER,** HOTHEAD GAMES

Worked on Killshot Bravo, a live FPS mobile game creating three hundred plus missions over fifteen regions on monthly production cycles for a variety of mission types. Designed "Stealth Ops" a new game mode that offers a fresh gameplay experience with a monetization angle and a low cost of implementation.

**JAN 2017 – MAR 2017**
**TEACHING ASSISTANT,** VFS

Assisting in the Level Design stream with several courses by mentoring and teaching students about level design philosophy, factors and fundamentals while giving hands on technical experience. Challenged students content to cater to all player archetypes and provide easy to learn hard to master player experiences.

**APR 2017 – APR 2017**
**ZANSHIN,** VFS

Designed both gameplay and levels for a competitive multiplayer 3v3 shooter where players compete against one another using a variety of bow and arrow weaponry. Designed and implemented level layouts adhering to the core pillars of the game. Developed in under six months on a team of six with constant collaboration from external sources to provide audio and test sessions.

## EDUCATION

**APR 2015 – APR 2016**
**GAME DESIGN DIPLOMA,** VFS

A one-year intensive program that concluded with designing, producing two games: Zanshin & Spectrum. Worked on multiple teams on various projects including creating an assortment of levels for multiple game types: Third Person, Action Adventure, Platformer and Racing games. Created a board game and pitched game design concepts to fellow piers which with constructive Q&A sessions.

## SKILLS

**Design**

- Mode Design
- Character Design
- In Game Cinematic Creation
- Implementing Polished Level Layouts
- Design Documents & Mode Creation
- New Region Paper Planning
- Custom Scripting
- Management of Unit Creation Documents

**Editors/Applications**

- Torque: Hotheads in House Engine
- Unreal
- Unity
- Perforce
- Excel
- Word
- Maya
- Photoshop