



Justin Nichols

aGameDesigner.com

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(309) 749-7858

High Concept

Talents

Game Design, UI Design,
2D Art and Animation,
3D Animation, Video Editing

Values

I believe two heads are better than one, design decisions should lead to a core experience, and sharing laughs is productive.

Experience

Upwork.com	April 2015 – Present artist / designer
Tapify	June 2012 – Feb. 2015 artist / designer
All Are Kings	July 2011 – May 2012 artist / designer
Electronic Arts	Mar. 2011 – May 2011 NHL assistant designer

Currently, I am a private contractor. My work has received positive reviews from clients. Some of my more recent projects: *Catch the Night* and the featured app *Bounce Fill*.

Teammates and I worked on various mobile games built in Unity. Check out *Bumpy Birds* and *Ninja Kitty* for Android and iOS.

A few classmates and I started an indie studio. We created several Unity games, two of which were released on the iOS App Store: *Forerunner* and *Dragon Dash*.

I held a contract position in the EA World of Hockey department. During the pre-production, I created interactive mock-ups for menus and game systems using Flash.

Skill Tree

PHOTOSHOP - UNITY - ILLUSTRATOR - PREMIERE - BLENDER - 3DS MAX

Academic History

Vancouver Film School Feb. 2011
game design certificate

University of Iowa May 2009
cinema major art minor
entrepreneurship certificate

Bonus Features

DesignByHumans.com Collective Artist / Junior Achievement Mentor
Game featured in Toronto International Film Festival 2012
VFS Honors / VFS Perfect Attendance / Top Rated Upwork Freelancer