

# Nick King

Peoria, AZ | nking067@gmail.com | (224) 567-1890 | <https://www.linkedin.com/in/nick-king-202957231/> | <https://www.nickkinggamedesign.com/>

## PROFESSIONAL SUMMARY

Versatile Game Designer with over 5 years of experience translating ambitious creative visions from initial concept to launch across 7 shipped titles, including digital card games (CCGs), RPGs, and live-service MMOs. Multi-skilled across narrative design, progression systems, and economic balancing, with a deep focus on tactical depth and player retention. A collaborative bridge builder who works seamlessly across art, design, and programming pipelines to engineer functional gameplay systems in Agile environments.

## CORE COMPETENCIES

- **Game Design:** Systems Design, Economy Balancing, Combat Balance, Level Design, Live Ops, Content Cycles, Quest Design, Spatial Layouts, Monetization Frameworks, Prototyping, Progression Balancing, Narrative Design and World Building
- **Software & Engines:** Unity, Unreal Engine 5, Unreal Engine Blueprints, Maya, Blender, Figma, Content Management Systems (CMS)
- **Production & Pipelines:** Agile Methodology, Scrum Framework, Jira, Confluence, Version Control, Git, Perforce, Game Design Documents (GDD), Cross-Functional Collaboration

## GAME DESIGN EXPERIENCE

### Divine Games | Game Designer

May 2023 – January 2024

- Designed complex systems, questlines, and time-limited live events for MMO, RPG, and CCG titles, driving a 25% increase in consumer interest.
- Iterated on core concepts and engineered functional gameplay prototypes using scripting languages to ensure balanced mechanics.
- Authored comprehensive worldbuilding and technical design documentation via Jira and Confluence, improving workflow efficiency by 15%.
- Collaborated within multidisciplinary teams during Scrum cycles to implement high-priority features ranking in the top 15 most anticipated updates.

### Quillmark | Game Designer

September 2021 – May 2023

- Maintained a unified creative vision across concurrent multiplayer projects, establishing design standards that increased company visibility by 30%.
- Designed, balanced, and deployed live-service content updates optimizing game loops for solo and competitive formats.
- Partnered with engineering and art teams to iterate on mechanics and flow, boosting production efficiency by 56%.
- Shipped custom gameplay content tailored for competitive tournament environments, resulting in a 25% increase in downloads.

### Project XR | 3D Artist and Level Designer

May 2024 – November 2024

- Programmed interactive game mechanics and level logic using Unreal Engine Blueprints to rapidly translate paper concepts into gameplay.
- Conducted multidisciplinary reviews and feedback loops, increasing studio operational and production efficiency by 52%.
- Partnered directly with game producers to provide detail-oriented creative direction across 3D asset and level design pipelines.

### Freelance Design Services | Multimedia Designer and Developer

September 2021 – Present

- Spearheaded UX strategies for digital assets and 3D models using telemetry data to secure a 15% rise in brand consistency.
- Independently pitched, produced, and implemented marketing layouts and custom digital assets under fast-paced production deadlines.

## ADDITIONAL PROFESSIONAL EXPERIENCE

### Urban Shade LLC | Project Manager and Systems Coordinator

March 2026 – Present

- Manage cross-functional development pipelines and project scheduling using technical administration suites to eliminate bottlenecks.
- Serve as the primary point of contact bridging communication and resource tracking between production and engineering teams.

## EDUCATION & LEADERSHIP

- **Bachelor of Fine Arts (BFA)** | University of Wisconsin-Stout | GPA: 3.8/4.0 | May 2024
- **Leadership:** Former President, Tau Sigma National Honors Society (Served 3 Years)