

Nicholas Walton

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Summary:

I'm a Game Developer that has been making games for over four years. And over my time of making games, I'm familiar with what goes into the process of making a game.

Experience:

Tools:

- Clickteam Fusion 2.5
- Photoshop (**Certified**)
- Unity
- Maya

Skills:

- Level Design
- Hand-Drawn Animation
- 2D Animation
- Digital 2D Art
- 3D Animation
- 3D Modeling
- Rigging

Achievements:

- National Technical Honor Society
- 2nd Place in the Melrose Game Jam 2019 (Lucid Dreams)
- Digital Media Design Award in the Melrose Awards 2020 (Lucid Dreams)
- 1st Place in the Melrose Game Jam 2020 (Lucid Dreams 2)

Lucid Dreams 2 (Nov. 16, 2020, to Nov. 21, 2020):

- Worked on Programming and Animation. Collaborated on the Game Design, Art, Story, and Music.
- Clickteam Fusion 2.5

Caffinated (Mar. 2020):

- Worked on every aspect of the game except for the Sound Effects.
- Clickteam Fusion 2.5

Pure Darkness (Dec. 2019 to Mar. 2020):

- Made for my Game Simulation/Animation-Visual Design Class
- Worked on the Level Design, 2D & 3D Animation, Cutscenes, Music and Storyboarding. Collaborated on the Art, Story, and Testing.
- Unity

Roller (Sep. 2019 to Nov. 2019):

- Made for my Game Simulation/Animation-Visual Design Class.
- Worked on all aspects but collaborated with my instructor for the Programming.
- Unity

Lucid Dreams (Nov. 14, 2019, to Nov. 17, 2019):

- Worked on Level Design, Programming, and did the voice of Darkness. Collaborated on the Art, Story, and Music.
- Clickteam Fusion 2.5

Education:

- Orange Technical College Mid Florida
 - Game & Simulation/Animation-Visual Design
 - 2018-2020