Nicholas Junkas

Game Designer

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PROJECT EXPERIENCE

SoulSync City   August 2023 - May 2024
- Engaged in weekly meetings to discuss player movement, enemy design, and combat
- Utilized behavior tree architecture to design and implement 5 distinct AI behaviors
- Implemented all player-related movement mechanics, including running, jumping, ledge-grabbing, dodging, etc
- Optimized game performance by employing game programming patterns and graphics rendering techniques

Nowhere, Here, Then, And Now   June 2023
- Conceptualized and integrated a procedurally generated liminal space map system
- Organized game design documents and distributed tasks needed for the project's success

Scout   January 2023 - May 2023
- Engineered a unique rover control scheme, seamlessly integrating flight sim joysticks and an adaptive controller for an enhanced user experience
- Collaborated with a design team to enhance and refine player navigation within the planetary environment

DodgeRoll   August 2022 - November 2022
- Designed and implemented an inventory system for player dice and character cards
- Conceived and executed a turn-based combat system

SKILLS

- Solid knowledge of game design principles
- Experience working with game engines like Unity and Unreal
- Familiarity with multiplayer networking frameworks such as Photon, Unreal Replication, and Unity Netcode
- Proficiency in scripting using C++, C#, and Blueprints
- Strong time management skills and ability to prioritize responsibilities
- Ability to write clear and organized documentation

WORK EXPERIENCE

Wright Animal Hospital, Veterinary Assistant   June 2020 - January 2024
- Cooperated with a team of technicians to perform checkups on patients within a fast-paced work environment
- Utilized hospital management software to schedule appointments, write detailed notes on patient visits, and follow up on patients

EDUCATION

B.S. in Game Design and Minor in Computer Science   August 2020 - May 2024
Bradley University, Peoria, IL
- Relevant Coursework: Game Production, Game Prototyping, Critical Game Studies, Game Design Concepts, Capstone