Nicolas B. **Bloom**, M.A.

Game Designer, Character Artist

CONTACT INFO

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EDUCATION

MA Communication & Business Leadership December 2022
BA Game Design May 2021
High Point University, High Point, NC
GAM-1111: Instructional Assistant

EXPERIENCE

Browne Summer Camp
Counselor, Media Manager, & Lifeguard
Polished leadership and management skills working with children in multiple roles

HPU Game Development Club
Member: 2018-2019

SKILLSET

Character Art & Design
Blueprinting
Communication
C++/C#
Concept Art
Narrative Design
Quick Learner

SOFTWARE

Unreal Engine
Unity Engine
Autodesk 3DS Max
Photoshop
Inkscape
Github Desktop
Adobe Audition

PROFILE

Originally pursued a degree in Visual Arts, but discovered a deep passion and natural skill set in Game & Interactive Media Design. Went on to strengthen my abilities in communication and business leadership through a master's program while simultaneously furthering my own knowledge of Character Illustration and Concept Art. A self-motivated quick learner that aspires to foster career development and growth in the game design industry.

DESIGN EXPERIENCE

- 5+ year independent study in drawing character art with programs such as Clip Studio Paint, Paint.NET, and Adobe Photoshop
- 12 years informal Digital Art and classroom Studio Art experience before university
- Extensive work with 2D sprites using the flip book and animation features in Unreal Engine and Clip Studio Paint respectively

COLLABORATION

- Worked with a diverse variety of teams to produce various game prototypes, using platforms such as GitHub and Microsoft OneDrive to share and update work
- Provided 3D Models, shaders, and character design concepts to my capstone project composed of four members
- Lead a team of four to produce a prototype board game called "BattleQuest" - a game that I proposed the initial concept for and spearheaded the production of

ENGAGEMENT

- Instructional Assistant for inaugural section of High Point University's Triple-A Game Development Tools course
- Production of lecture video for High Point University's Game Development Club regarding setting up 3D animations in UE4