**Nicolas Kemball-Cook** Tampa, FL • (615) 495-3595

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***Skills***

* Strong, technical skills and comprehension of gameplay mechanics and prototyping
* Performs quality assurance tests at all stages of development to catch bugs
* Unquenchable passion for games and make timely knowledge of product strategy and fine tuning
* Brings a strong work ethic, detail oriented, able to work under pressure while keeping a sense of humor
* Driven, innovative, and displays excellent communication, critical thinker
* Consistent and independent knowledge of software, UI, in-engine work, and 3D modeling
* Shows leadership from development through publishing, including user research and psychology

***Work Experience***

**iDTech Camps, Tampa**

***Game Design Instructor*** 012/2022-05/2023

* Instructed and lead camp in game design basics and understanding of Unity and Unreal engines, creating over 40 projects
* Lead and directed camp instructors leading to 20% increased productivity compared to other camps

**Twin Rayj, Remote**

***QA Tester*** 012/2022-05/2023

* Interacted with lead QA to solve problems and catch bugs, leading to fixing several undetected issues
* Documented and detailed issues and bugs found in detailed lists including replication and methods of detection, as well as changes and fixes to resolve the issues

**Experimax, Tampa**

***Gameplay Designer*** 05/2020-Present

* Directed project through conception and documented progress through release, including GDD, ADD and Narrative Scripts
* Designed combat system and diverse array of options for user interaction, incorporating feedback, implementing over 40% of a gameplay features
* Created and directed consistent narrative design including revisions
* saw features progress from design to creation, including creating detailed bug reports in our issue tracking database and implementation in software, preventing 12 potential issues

**UCF*,* Orlando**

***Game Designer / QA Tester*** 09/2018-05/2020

* Maintained communication within QA team, leading to more effective analysis of the product through quality control, leading to 26% more effective teamwork
* Worked closely with design and art teams to test modular levels and document issues
* Identified, corrected, and documented potential game-breaking errors and issues
* Tests games, spots any irregularities, and communicates his/her observations to the production teams so that they can improve the quality of the product, over 10 iterations tested
* Proficient knowledge of networking technologies (TCP/IP, DNS, DHCP) and Microsoft Active Directory, plus PC Knowledge and Mobile Game experience
* Knowledge of bug tracking systems and database workflow
* Audit existing tools, scripts, test cases, and documentation to maintain and improve processes

***Education***

Bachelor of Arts, Graduation Year 2020, University of Central Florida, Orlando