

# Gavin Nelson

## Game & System Designer

### Summary

Recent graduate from Sheridan college. I'm primarily a game designer, but I also have a strong background in programming, production and audio for games. Most recently, I have been working as a **game designer** and a **software developer** at Gatarn Games.

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### Education

Bachelor of Game Design  
*Sheridan College*  
Oakville, On, Canada

### Proficiencies



### Skills

- ◆ *Comprehensive design documentation writing*
- ♠ *Digital prototyping and troubleshooting*
- ♣ *Communication and team leadership*
- ♥ *Writing, moderating, reporting & analyzing playtest sessions*
- ◆ *Writing and pitching design and project plans to stakeholders*

### Interests

- ◆ *Metalworking and 3D printing*
- ♠ *Writing intelligent AI to emulate user behavior within applications*
- ♣ *Learning about world history and language*
- ♥ *Writing, producing and performing music*

### Experience

**Game Designer** | Jan 2023 → Present  
*Gatarn Games LTD.*

- ◆ Write, pitch and implement mechanics for a multiplayer online game.
- ♠ Work with other developers to iterate and improve on game systems.
- ♣ Write and maintain design documentation.
- ♥ Write portable code in C# and TypeScript.
- ◆ Prepare and run user testing to iterate and improve on design.

**Indie Game Developer** | Sept 2018 → Present  
*Independent*

- ◆ Designed and built 12+ digital/tabletop games and completed 6+ game jams.
- ♠ Wrote design documentation for a diverse set of games.
- ♣ Led projects with teams of up to 12 active developers.
- ♥ Wrote code for tools and gameplay in both Unity3D/2D and Unreal 4's blueprint system.

**Software Developer** | May 2021 → Jan 2023  
*CAST Software*

- ◆ Wrote technical documentation for tools and product features.
- ♠ Interfaced with customers as a company representative.
- ♣ Built a custom tool for customers, wrote external user and technical documentation & trained users.
- ♥ Worked with a team to implement and iterate on features.
- ◆ Wrote runtime and editor scripts in the Unity game engine for live products.

**Freelance Game Designer** | Dec 2020 → Aug 2021  
*Edushare*

- ◆ Successfully designed and pitched game to stakeholder.
- ♠ Designed educational games that reinforce concepts in an entertaining way.
- ♣ Wrote comprehensive design documentation targeted at both stakeholders and development team.
- ♥ Ran focus group testing with a sample set of the target audience.

### Achievements

**ALT.CTRL.GDC Exhibitor** | GDC 2019  
*Plünge*

*Along with a group of co-developers, I had the opportunity to demonstrate a game where players compete in a series of mini games that use a toilet plunger as a game controller.*

