



Tripp Nichols

Game Designer

trippnicholsiii@gmail.com

tripp-nichols.com

1-803-374-1885

◆ Work Experience:

Indignation Studios (Present)

Founder/Creative Director:

Video Game Development

Escape Room Development

Hunter's Creative Florist (2018 - 2019)

Seasonal Designer:

Create floral arrangements.

Assist in event setup for customers.

Deliver arrangements.

Clean the store.

Atmos Games LLC (2018)

Junior Game Designer Intern:

Design and QA work on NeverSong

Social Media Management

General UI and game event scripting.

Comporium Communications (2016)

IT Intern:

Conducted QA for internal company websites.

Graphic design for company forms and
internal websites.

◆ Education:

Savannah College of Art and Design (2014 - 2018)

BFA Interactive Design & Game Development

Dean's List (2014 - 2018)

Graduated Summa Cum Laude

◆ Software Proficiency:

Acrobat

Audacity

Blender

Git

Illustrator

Maya

Microsoft Office

Photoshop

Unity

Unreal Engine

Wordpress

◆ Skills:

Game Design

Level Design

3D Modeling

Public speaking

Puzzle Design

Quality Assurance

Scripting [C#, Blueprint]

SCRUM/Agile

Texturing

UI Design