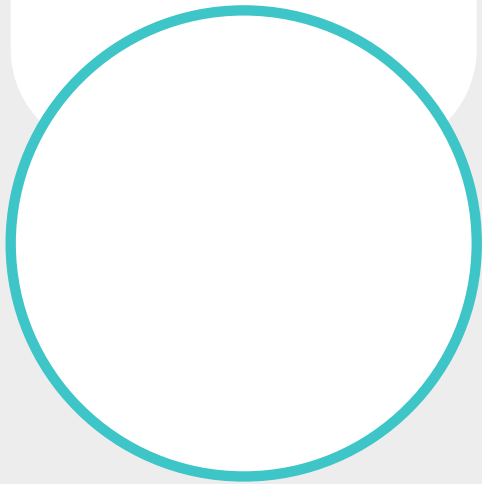


Nic Sawaya

Game Designer



About Me

Nic Sawaya is a systems driven developer who strives to create expressive, responsive gameplay. He builds clean, modular mechanics with fast iterations to deliver polished experiences. With a strong technical foundation and problem solving skills, he's a strong backbone for every stage of development.

[@Nic.c.sawaya@gmail.com](mailto:Nic.c.sawaya@gmail.com)

 [Nic Sawaya.github.io](https://NicSawaya.github.io)

Phone : (480) 868-8628

 Phoenix, AZ

Skills:

Scripting/Coding:

C++ CSS HTML
SQL QML

UE5 Blueprint

Tools & Technologies:

Engines: Unreal Engine 5

Build Systems: CMake, qmake

Version Control: Git, GitHub

Frameworks: Qt

IDEs: Qt Creator, Visual Studio 22

Media & Production: Premiere pro,
OBS Studio

Experience:

Orbit Protocol:

- All Game systems
- All level-design
 - 2D & 3D Blockout
- First Person systems
 - Weapons and magic
 - Movement
- Progression based power upgrade system
- AI Behavior
 - Rank & File / Boss
- UI/UX

Velocity Loop:

- All Game systems
- Chunk Based Procedural Generation
- Third person animations
 - Jump, slide, lean
- Power Pickups
 - Speed Boost/Magnet
- UI/UX