Nikola Drousie
Game Designer

Portfolio
nikodrousie.wixsite.com/portfolio

✉ niko.drousie@gmail.com

📞 +34 619 414 707

in Nikola Drousie

🏠 Dundee, UK

Personal Profile

Avid learner and driven 4th year Game Design student with a strong background in Mathematics and a heavy focus on gameplay design, UX, and scripting. Looking for a junior design position at the end of my studies to further improve my skillset while helping create the best games possible. Particularly enjoy playing co-op, roguelikes, shooter, and action role-playing games, especially in fantasy and sci-fi settings.

Education

2019 - 2023 **Game Design & Production** - **University of Abertay Dundee**
BA(Hons) - Expected degree 1:1

2011 - 2016 **Degree in Mathematics** - **Universidad de Sevilla** (Sevilla, Spain)
Completed three academic years of this degree (Equivalent to UK Ordinary Degree)
High grades achieved in Algebra and Logic related courses.

2009 - 2011 **Bachillerato in Science** - **IES Dr Rodríguez Delgado** (Ronda, Spain)
Average grade 9/10 (Equivalent to UK GCE)

Work Experience

2022 **Lead Designer** - **Crab.Bit** (formerly Crabertay)
Worked on *Hidden Haven* for two months, in collaboration with East Dunbartonshire Council, McLaughlin and Harvey, and the School of Design and Informatics (Abertay University*).

2021 - 2022 **Programming Lab Assistant** - **University of Abertay Dundee**
Assisted in teaching the '*Game Engines and the Principles of Programming'* module to 1st year Game Design & Production students.

2021 **Lead Programmer** - **Crabertay**
Reached the finals of Dare Academy 2021 with our game *Beats of Dischordia.*

Main Projects

2022 - 2023 **Honours Project** - **Studies.** Designer, Programmer.

2022 **Hidden Haven** - **Work.** Lead Designer, Programmer, UI Designer.

Training For Disaster - **Studies.** Lead Designer, Programmer.

Slime CatZzz Chess - **Global Game Jam 2022**. Designer, Programmer.

2021 **Beats of Dischordia** - **Finalist in Dare Academy 2021**. Lead Programmer.

Vergence - **Studies.** Lead Designer, Programmer.

2020 **Wall Paper** - **Global Game Jam 2020.** Designer.

Other Work

2020   **Bright Ideas Mentor** - **University of Abertay Dundee**

2014 - 2019   **Summer Camp Monitor** - **Campus Unicaja** (Málaga, Spain)

2018 - 2019   **Private English & Maths Teacher** - **Independent** (Málaga, Spain)

2017 - 2018   **English Teacher** - **Oubei International English** (Shanghai, China)

2017   **Au Pair** - **Oubei Au Pair Centre** (Shanghai, China)

2010 - 2013   **Summer Camp Volunteer** - **Campus Unicaja** (Málaga, Spain)

2012   **Technical Team** - **Trefpunt** (Ghent, Belgium)

Technical Skills

Game Engines - Unity, Unreal Engine 4.

Programming Languages - C#, Blueprint Visual Scripting (UE4), Haskell.

Mathematics - Algebra, Geometry, Logic.

Art Tools - Substance Suite, Autodesk Maya, Adobe Photoshop.

UI/UX Tools - Figma, Adobe XD.

Project Management - Jira, GitHub.

Bug tracking - Bugzilla.

Others - Microsoft Word, Excel, PowerPoint.

Soft Skills

Teamwork
Collaborated in multiple teams to bring games to fruition through iteration.

Problem Solving
An analytical and logical mindset to analyse games and help with design and scripting problems.

Communication
Learned clear written and verbal communication, including public speaking, from my experiences in teaching, in acting, and as lead designer.

Flexibility
Eager to receive and interiorize constructive criticism to improve my work.

Time Management
Able to scope work and organize myself independently to deliver quality results within given deadlines.

Leadership
Held lead positions in multiple student development teams.

Further Information

Languages
English (fluent), Spanish (native), French (native), Dutch (Intermediate).

Driving License
EU Driving License Class B

Citizenship
EEA Citizen with Belgian passport
UK Pre Settled Status, UK National Insurance Number

References available on request