Ashley Nicholson

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Summary

Southampton based **Game Designer** and **2D Character/Creature Artist** with 3 years and 5 years experience in each field respectively.

Currently a final year student at Solent University, studying BSc (Hons) Computer Games Programming And Design.

In my free time, I have solo developed a **3D Isometric Chess Game** in **3 days** for a Game Jam, and often find myself **developing prototypes** to test new ideas or art styles and potentially develop further, one example of development continuing from one of these prototypes was my third year studio module, Darker Shores. Some other prototypes I have experimented with include a third person procedural dungeon crawler roguelike, a multiplayer card game, and a monster summoning game.

Skills

- **Unity**, programming in **C#** *(3 years)*
- Version control using **GitHub** and **GitKracken**
- Project management with **Jira** and **HackNPlan**
- **2D Character Art** using **Krita** and **Aseprite** *(5 Years)*
- Low poly **3D Art** using Blockbench *(1 Year)*
- **Project Management** and **Scoping**

Experience

Deep Sea Studios - Darker Shores *(3 Months)*
*During the development of Darker Shores, I took on several roles, including **Project Lead,** making me responsible for the management of **JIRA** and **Version Control**. On top of this, I also contributed the majority of the **Design** and **Programming**, did the **2D art** for the project, and helped with the **3D modelling**.*

Smash Keyboard Studios - Wraiths of Retail *(4 Months)*
*My roles in the development of Wraiths of Retail were **Design Director**, ensuring the project didn't get overscoped and stayed close to the projects vision, and **Level Designer**, making the second halves of both levels.*

Smash Keyboard Studios - Meltdown *(3 Months)*
*While developing Meltdown, my role was primarily **Level Designer***

Level Design and Rapid Prototyping Module *(3 Months)*
Solo developed 4 prototypes of different genres in the span of 12 weeks, including a 2D Platformer, 1st Person Horror Game, and 2 third person shooters, one Singleplayer In Unity, and one Split Screen Multiplayer in Unreal Engine.

Education	**Solent University** - BSc (Hons) Computer Games Programming And Design *(2023 - 2026)* *On track for a first*
Other Experience	Air Cadet - 115 Squadron | Peterborough *(2017-2020)*