

Nolan Grant

Game Designer

NolanGrant.ca
NolanGrant3d@gmail.com
Grimsby, Ontario

Profile

Focused on creating high quality user experiences through a rapid, iterative design process. Experienced in conducting playtests and receiving critique. Passionate about designing novel multiplayer experiences. Design skills complemented by proficiency as a coder and 3d artist.

Experience

[RealCombat - Type Eh Studios](#) (2018 - present)

- Performed various tasks, including filing QA bug-testing reports and creating high quality VR-ready 3d assets (modelling, texturing, rigging, animating, and implementation in Unreal)
- Represented the studio at EGLX 2019, operating a VR gameplay demo booth

[One Button Fighter](#)

- Designed and coded a fighting game players control with a single button
- Fabricated custom arcade-button controllers for players to use

[Shinobi Showdown](#)

- Showcased the game publicly at Sheridan Gamefest 2018, collected feedback from over 100 people who played the game
- Designed and coded a novel character movement system from scratch

Education

Honours Bachelor of Game Design

2017 – 2021

Sheridan College, Oakville, Ontario

Tools

C#, Unity, Blender, Zbrush, Substance Painter, Substance Designer, GitHub, FMOD, Maya, 3dsMax, Photoshop, Unreal engine

Skills

Prototyping, metrics driven playtesting, character controller design, fast learner