

# neilson k-s

interactive media designer, artist, programmer for VR / AR / videogames  
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## experience

2017 Tender Claws, Designer, Programmer, and Lead Artist

*Virtual Virtual Reality* - [vvr.tenderclaws.com](http://vvr.tenderclaws.com)

- Daydream VR game, awarded 2017 Google Play "Best VR Experience"
- Studio worked with Daydream VR team to create 3 hour game in 8 months
- Programmed core gameplay systems, concepted and scripted scenes
- Developed vertex painted graphics style, modeled all 3D assets

2016 Buffalo Vision, Designer, Programmer, and Artist

*Irrational Exuberance* - [www.buffalovisiongames.com/irrex](http://www.buffalovisiongames.com/irrex)

- Vive VR experience released on Steam, Sundance 2016 Official Selection
- Emphasis on procedural and emergent systems/narrative within room scale VR
- Worked closely with Vive controllers to create satisfying haptic feel
- Concepted game art within Blender and modeled in game assets for Unity

2015 New Tropics, Lead Designer, Lead Programmer, and Artist

- Prototyped and made vertical slice for an unannounced Vive VR title

2014 Messhof, Lead Level Designer

*Flywrench* - [www.flywrench.com](http://www.flywrench.com)

- Designed hundreds of game stages, released on Steam and Playstation
- Ran playtests and heavily iterated to create satisfying difficulty curve

2013 USC Games, Student

*Polyseum* - Game/Level designer, UX designer, and artist on online arena FPS

*Rhea* - Lead artist on Oculus DK1 VR game, focus on narrative/exploration

*Prototypes* - Created dozens of fully realized games, portfolio on website

## education

2011-2015 University of Southern California

School of Cinematic Arts, Interactive Media - Bachelor of Arts

## skills

Extremely proficient in:

Realtime interactive tools for VR / AR / videogames - Unity, Unreal

3D modeling, rendering, visualization - Blender, Maya

2D design tools - Photoshop, Illustrator