

NEILSON K-S

realtime designer, programmer, and artist

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EXPERIENCE

2017 **Tender Claws**, Designer, Programmer, and Lead Artist

- Made Daydream VR game *Virtual Virtual Reality*, Google Play "Best VR Experience"
- Studio worked with Google VR team to create 3 hour game in 8 months
- Programmed core gameplay systems, concepted and scripted scenes
- Collaborated with musicians, sound effects artist, and voice actors
- Developed vertex painted graphics style, modeled all 3D assets

2016 **Buffalo Vision**, Designer, Programmer, and Artist

- Developed Vive VR experience *Irrational Exuberance*, released on Steam
- Emphasis on procedural and emergent systems/narrative within room scale VR
- Coded multiple interactions within a minimal space exploration aesthetic
- 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

- Created the levels for *Flywrench*, released on Steam and Playstation
- Ran playtests and heavily iterated to create satisfying difficulty curve

2013 **USC Games**, Student

- Designer and artist on online arena FPS game *Polyseum* for PC
- Lead artist on Oculus DK1 VR game *Rhea*, focus on narrative/exploration
- Large sketchbook of realtime prototypes, led student workspace initiative

EDUCATION

2011-2015 **University of Southern California**

School of Cinematic Arts, Interactive Media - Bachelor of Arts

SKILLS

Game Engines Unity, Unreal

Art and Design Blender, Maya, Photoshop, Illustrator

Code and Web C#, HTML, CSS

ABOUT

I have been a practicing video game designer for a decade and more broadly am interested in creating engaging and responsible virtual spaces and simulations.