Nicolai Dutka

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Objectives

To advance my skills in the game development industry and leave my mark on the gaming world.

Education

Bachelor's Degree of Science in Game Design and Development 2008
Brown College, Brooklyn Center, MN

Specialties

- Design – 20+ years experience in Game Design
- Management – 7+ Years experience managing teams of up to 30 using various techniques.
- Programming – 5+ Years advanced knowledge of game engine coding/scripting.

Professional Experience

- **Archon Games**
  2008-Current – ***CEO/Game Designer***
  Tools: *MS Word, MS Excel, MS PowerPoint, Adobe Photoshop, 3DS Max, Visual Studio*
  Skill Set: *Communication, Organization, Leadership, and Documentation*
  Secondary Tasks: *Modeling, Texture Art, Scripting, Level Design, Systems Design, World Building, Character Design, Story Writing*

- **Last Straw Productions**

  2009 – ***World Builder/Scripter***
  Tools: *Visual 3D.net, Adobe Photoshop, Visual Studio*
  Skill Set: *Level Concept/Design, Scripting, Communication*
  Secondary Tasks: *Texture Art, Engine Coding*

- **King Corp Digital Media**

  2004-2007 – ***Game Designer***
  Tools: *Adobe Photoshop, 3D Max, MS Word, MS PowerPoint*
  Skill Set: *Game Concept/Design, Documentation, Communication*
  Secondary Tasks: *Modeling, Texture Art, Scripting, Level Design*

Published Work

- **TechnoWizard**
  ETA 2011 - Archon Games – 3rd Person Action/Adventure/Puzzle
- **Wuzzle Invasion 2**
  2008 - Archon Games - Top-down shooter
- **Forbidden Dawn**
  To Be Announced – Last Straw Productions – MMORPG