

Nasim Issa

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SUMMARY

I am a creative digital designer with expertise in gameplay mechanics, game design, 3D modeling/animation and UI/UX design. I have a proven ability in delivering high quality, immersive interactive experiences that provide engaging experiences for audiences and a strong background in creative designs through gameplay mechanics/level design that improve both experiences and satisfaction amongst users.

SKILLS

- Unreal Engine
- Photoshop
- Substance 3D Painter
- Github
- Unity Engine
- Premiere Pro
- Figma & Canva
- Unity Version Control
- Maya & Blender
- C#, HTML & JS
- OBS Studio
- Clip Studio Paint

EXPERIENCE

Independent Developer (Team Gato)

Raleigh, NC

Level Designer, Programmer and Sound Designer

Mar. 2023

- Collaborated among a team of four with the distinct goal to create a 2D platformer game with our desired style.
- Used various skills to create engaging gameplay mechanics, unique levels and sound design to create captivating player experiences.

EDUCATION

William Peace University

Raleigh, NC

Bachelor of Arts in Simulation and Game Design

Expected Graduation May 2027

Honors and Awards: Dean's List (Spring 2025- Spring 2026)

Wake Technical Community College

Raleigh, NC

Associate in Applied Science in Simulation and Game Development: Programming

Aug. 2021 - Jul. 2024

DEGREES AND CERTIFICATIONS

Wake Technical Community College

Jul. 30, 2024

Associate in Applied Science in Simulation and Game Development: Programming

Certificate in Simulation and Game Development: Business

Certificate in Simulation and Game Development: Programming

Certificate in Simulation and Game Development: Quality Assurance