



# Nick Newhard

## Game Designer

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Game creator with 30+ years of experience and a solid track record of launched games, specializing in game play and systems design, ideation, documentation, feature ownership, implementation, testing and play balance, content creation, and team leadership. Core gamer, persuasive player advocate, and collaborative team member. Co-founder of two game studio startups with successful exits.

### Experience

**Development Director**, Lunacy Games 3/2023 – Present

Studio co-founder and creative Development Director at a stealth startup.

**Game Designer / Co-founder**, Tapestry Games 3/2017 – Present

Remote contract game design and development services for clients including Azuga and Maximum Entertainment. General game design services for Unity and UE5 projects.

**Principal Game Designer**, Author Digital / Arcadia Games 2020 – 5/2022

Design Director and vision champion for a third-person, online action game in a branded metaverse of popular movie characters. Stakeholder and feature owner, driving the play experience across all game and social spaces. Key contributor from pitch to prototype: writing and reviewing design documentation, prototyping in C#/Unity, and managing asset libraries. Recruited and led a diverse team of 10+ game designers in the creation of game and feature prototypes. Instituted internal team and leadership feedback systems.

**Senior Game Designer**, Author Digital - Contract 3/2017 – 2020

Game design generalist as part of a remote-first team. Responsible for competitive research, vision statements, concept design, gameplay and systems design, internal and external product pitches, UX/UI wireframes. Projects included a design and prototype for a mid-core GaaS RPG, cancelled when the company pivoted to a metaverse project.

**Principal Designer**, Virtually Live 1/2016 – 2/2017

- Lead experience designer for a social VR sports platform in Unreal Engine 4.
- Headed the strike team creating a next-gen VR social platform for sports fans.
- Produced sprint-ready design documentation, UX/UI flows, VO content, and pitched new feature and service experiences.
- Authored tutorial VO content and ran the recording sessions.
- Seattle and SF studios were shuttered, and development moved overseas.

**Lead Game Designer**, Fat Rascal Games (SGN/Jam City) 10/2014 – 1/2016

- Lead Game Designer on Poker Heroes, a F2P card-battling CCG-RPG for mobile.
- Our indie team designed, developed, and launched the Unity-based game worldwide on iOS (iTunes 5 stars) and Android (Google Play ~4.5/5).
- Defined and tuned game play mechanics, levels, battles, enemies, resources, PvP mechanics, gachapon economy, and social systems. Built all Excel/Sheets models.
- Actively maintained the game while creating new features and balancing content in response to live game metrics, established KPIs, and community feedback.
- Shortly after our acquisition by SGN/Jam City, I jumped into early consumer VR.

### Genres

FPS, MMORPG, RPG, Survival-Builder, Puzzle, Word, and Action-Adventure  
3Cs for PC and mobile, GaaS, F2P Retention and Monetization

### Skills

#### Core Competencies

- Vision Building ●●●●●
- Gameplay Design ●●●●●
- Technical Design ●●●●○
- Collaboration ●●●●●
- Leadership, Mentoring ●●●●○
- Prototyping ●●●●○

#### Engines & Platforms

- PC Development ●●●●●
- Unity ●●●●○
- Unreal Engine 4/5 ●●●○○
- Consoles ●●●○○
- Mobile: iOS, Android ●●○○○
- VR: Oculus, HTC Vive ●●○○○

#### Production

- Iterative Development ●●●●○
- Feature Ownership ●●●●●
- Product Ownership ●●●○○
- Epics & User Stories ●●●●○
- Certified Scrum Master 6 yrs.

#### Tools

- Application Suites ●●●●●  
Excel / Sheets / Word / Docs
- Presentation Tools ●●●●●
- Diagramming Tools ●●●●●
- Adobe Suite ●●●○○
- Confluence / JIRA ●●●●○
- Perforce / SVN / UGS ●●●●○
- Git ●●○○○

#### Programming

- C/C++, Java, Python ●●●○○
- Blueprints, Playmaker ●●●○○
- C#, Lua ●●○○○
- JSON, XML ●●●○○

**Senior Game Designer, Amazon / IMDb.com**

8/2011 – 3/2014

- Created original game concepts and feature designs, prototyped and tuned game systems in C#/Unity.
- Launched Photo Agent for Facebook as Lead Game Designer. Scrum Master for Living Classics game team.
- Created narrative beats, mechanics, economy, and content for Photo Agent. Participated in live game tuning.
- Planned the release roadmap, feature sets, and content definitions for IMDb Trivia on iOS.
- Co-created, revised, and validated trivia content for releases. Prepped audio content for a holiday release.
- Content-wrangler for post-launch content and feature releases. Produced status and metrics reports.
- Designed and pitched game concepts that leveraged IMDb.com services and content.
- Scrum Master on multiple internal game teams until a design position opened in Amazon's new game studio.

**PORTFOLIO**

*Please review my ludography for all released games and individual project contributions.*

Poker Heroes (iOS/Android)	Lead Game Designer
Photo Agent (Facebook)	Senior Game Designer
IMDB Trivia (iOS)	Content Designer, Scrum Master
Living Classics (Facebook)	Scrum Master
Jumala (to beta)	Producer, Content Manager, Scrum Master, Game Designer
Azada: Ancient Magic	Production, Level & Content Design
Carcassonne (XBLA)	Co-Founder, Design Director
Arkadian Warriors (XBLA)	Game Design
Jewel Thief (Web)	Producer/Designer - Contractor
Bookworm Franchise: Bookworm Deluxe, PubWorm, Bespelled	Lead Programmer/Designer
Star Wars: Galaxies (MMORPG)	Sr. Game Designer, Systems & AI
Microsoft Flight Simulator 2000	Programmer / SDE - Contractor
Shadow Madness (RPG)	Design/Scripting
Gruntz (Casual Strategy)	Game Concept Designer
Spec Ops: Rangers Lead the Way	Game Design - Contractor
Blood & Blood Plasma Pak	Team Founder, Lead Designer/Programmer
Thinkin' Things Collection 1	Game Programmer
Dark Sun: Shattered Lands	Game Programmer: Tools/Systems
Renegade Legion: Interceptor	Tools Programmer
Buck Rogers: Countdown to Doomsday	Tools Programmer

**PAST ROLES**

- **Producer**, Blade Games World for Jumala.com 8/2010 – 8/2011
- **Design Director**, Playdom (Contract) 11/2009 – 5/2010
- **Lead Designer/Producer**, Big Fish Games 8/2007 – 10/2009
- **Design Director**, Sierra Online + Secret Lair 8/2005 – 8/2007
- **Game Programmer/Designer**, PopCap 7/2002 – 5/2005
- **Senior Game Designer**, SOE and Origin Systems 9/1999 – 6/2002
- **Design Director**, Crave Entertainment until studio closure 12/1998 – 7/1999
- **Lead Game Designer/Programmer**, Monolith + Q Studios (Founder) 11/1993 – 10/1998
- **Game Programmer**, Edmark 10/1992 – 10/1993
- **Game Programmer III**, Strategic Simulations, Inc. (SSI) 10/1989 – 10/1992
- **Game Designer / Developer** Freelance

**MassivelyFun**

Gameplay and achievements design for wordsquared.com

**Playdom**

Co-designed two casual Strategy/RPGs for Facebook with treasure hunting and zoo-management themes.

**iWin**

GDDs and UI mockups for iWin web games.

**Wild Tangent**

Producer/Designer on *Jewel Thief* and pitched original games.

**Say Design**

Co-designer of a Slinky-themed iOS game, creating the GDD, UI wireframes, content plan, and feature roadmap.

**Microsoft (Volt)**

SDE on Flight Simulator 2000, responsible for programming, testing, and debugging flight panels for multiple aircraft.

**Tapestry Games LLP, Co-Founder/Partner**

Leading game design, development, and gamification services for mobile and PC games.