

NIKKI ASHAKA

GAME DESIGNER

678-491-4994 | [Email](#) | [Portfolio](#) | [LinkedIn](#) | [Certified Scrum Master](#)

SKILLS

- **Game Design:** Interactive Storytelling, System Design, Documentation, Object Oriented, Pitching, Narrative Design, Flow Charts, Wireframing, Rapid Iteration, Grey-Boxing, QA Process
- **Game Development:** Unity, C++, C#, Visual Studio, Github, UEFN, Unreal 5, Blueprint Scripting
- **Project Collaboration:** Trello, Slack, Discord, Jira, Confluence, Google Suite (Slides, Sheets, Gmail, Docs), Microsoft Office (Word, Powerpoint, Excel)
- **Workshop:** Playstation Career Path Workshop, Playstation Narrative Design Workshop

PROFESSIONAL EXPERIENCE

Insomniac Games, Burbank, CA

May 2022 - Aug 2022

Game Design Intern - Spider Man 2 [Accredited]

- Scripted and fixed crime missions for *Marvel's Spider-Man 2* focusing on enemy spawn logic and encounter design.
- Tested and refined spawn points across the New York City map to eliminate bugs and ensure logical, immersive encounters.
- Documented difficulty scaling variables for symbiote crimes, creating a clear reference for managing player progression.
- Implemented and tested interactive assets, including enemies and vehicles, to create varied and challenging scenarios.

Pipeworks Studio, Remote

Jan 2021 - Apr 2021

Game Designer

- Developed user experience wireframes and player onboarding flows to enhance initial engagement.
- Designed missions and player objectives from prototype through completion, ensuring functionality and quality.
- Developed detailed design documentation and facilitated cross team sprints to ensure project alignment.

PROJECTS

USC Graduate Thesis Project | Jizo No Akumu - Creative Director | Unity

Jan 2023 - Current

Directed a 30-person team to ship a 15-minute Japanese psychological horror demo, designed core Astral projection mechanics and agile production to deliver on schedule

USC Graduate Project | PVP Pin - Creative Designer | PC

Jan 2024 - May 2024

Designed and shipped a competitive arcade-style PvP game in UEFN with dynamic, fast paced levels inspired by classic arcade game mechanics.

USC Graduate Project | Celestia's Magical Garden - Technical Designer | PC

Aug 2022 - Dec 2022

Designed and implemented core systems for Celestia's Magical Garden, a relaxing farming sim where player harvest plants, brew potions, and unlock recipes through puzzles.

EDUCATION

University of Southern California

May 2024

Masters of Fine Arts, Interactive Media & Game Design

Los Angeles, CA

- Playstation Career Pathways Scholar, D.I.C.E. Scholar

Kennesaw State University

May 2019

Bachelors of Science, Computer Game Design & Development

Kennesaw, GA

w/. concentration in Media Production | Minor: Computer Science