

Curriculum Vitae **Nicholas J.Pritchard**

September 2022 Game Designer

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BIO: My name is Nick Pritchard, and since 2020 I have been employed as a Game Designer with Kuato Studios, a game studio specialising in language-based learning experiences for young children through mediums like Marvel, Disney and Custom IPs. During my time at Kuato I have honed my design skills, and am ready to seek new challenges within the industry.

Having spent over a decade in narrative design, including writing and producing award winning short films, I began my transition into the games industry in 2017, self-publishing several games on multiple platforms before joining the team at Cluedupp Games, and most recently Kuato. Games Design has always been a passion of mine, and with a dual industry background, I am able to leverage knowledge and experience from both industries to deliver impactful narrative content, and engaging game design.

KEY SKILLS & QUALITIES:

- 5 years' professional experience in C# development in Unity, 1 year experience in Unreal.
- 12 years' experience in narrative development/design and script writing.
- Ability to rapidly prototype & white-box new concepts and Mechanics in-engine.
- Experience in the marketing and pitching of products and events.
- Experience in game development teams both managerially and as a member.
- Excellent communicator with the ability to encourage and motivate others.
- Efficient and hard working.
- Punctual, reliable, and able to work to deadlines.
- Able to cope under pressure.
- Strong team ethic.
- Creative and open to challenges.

GAMES INDUSTRY PROJECTS:

<i>Choreo: Legend of Loco</i>	Game Designer / Narrative Designer	November 2017 – October 2018
<i>Captive Audience</i>	Narrative Designer / SFX	January 2018 – May 2018
<i>Doll's Requiem</i>	Game Designer / Narrative Designer	August 2018 – December 2018
<i>Relic</i>	Narrative Designer / SFX	August 2018 – December 2018
<i>It Will Find You</i>	Game Designer / Narrative Designer	December 2018 – October 2019
<i>Witchcraft and Wizardry</i>	Narrative Designer / Animator	October 2019 - March 2020
<i>Yule Be Sorry</i>	Narrative Game Designer	November 2019 – December 2019
<i>The Ripper</i>	Narrative Game Designer	January 2020 – July 2020
<i>Sweeney Todd</i>	Narrative Designer	March 2020 – July 2020
<i>Choreo: Go Loco!</i>	Game Designer / Narrative Designer	August 2020 – October 2020
<i>Marvel Hero Tales</i>	Game Designer / Narrative Designer	January 2020 – October 2021
<i>Disney Story Realms</i>	Game Designer	January 2020 – October 2021
<i>Unannounced Projects (R&D)</i>	Prototyping / Game Designer / Narrative Designer	October 2021 – Current
<i>Unannounced Warner Bros. Projects (NDA)</i>	Game Designer	June 2022 – Current

AWARDS & SELECTIONS: Amazonas Underground Film Festival (October 2016) – Best Short Film. Amazonas Underground Film Festival (October 2016) – Best Picture (Short Film). Celtic Mystery Short Film Festival (October 2016) – Finalist. Big Terror Horror Short Film Festival (September 2017) – Selected. Blood Horror International Film Festival (October 2017) – Semi-Finalist. Fake Flesh Film Fest (October 2017) – Selected. Fuel Programme Grant recipient (August 2018) – Teesside University. If You Can We Can: Ones To Watch – Finalist. Deans’ Award 2019 – Teesside University

QUALIFICATIONS:

Teesside University 2018 -2019 - MA Video Game Design (Distinction): During my time at Teesside University I was able to elevate my work in the Game Design field from hobby to professional endeavour. Over the course of the year and a half tuition I worked on several projects as both part of a team and individually. Each of these projects presented new and interesting challenges to help develop my skills within the field. Whilst I experienced elements of every role, my work focused on narrative development and voice-over work, expanding upon what I had learned from my time in the Film and TV Industry. As of July 2019, I have graduated with Distinction, and received the Deans’ Award for the highest marked average across all taught provision in the School of Computing and Media.

York University 2011-2014: BSC Film and Television Production (Involving both theoretical and practical use of equipment in all areas of production)

GCSE: 7 A* and 2 A grades including Mathematics, English, Latin, and Science Double Award.

A-Levels: 3 A and 1 B grade in Biology, Chemistry, English and Mathematics.

Clean Driving License

INTERESTS & HOBBIES:

- Development and design in Unity / Unreal Engines.
- Script / Prose Writing.
- Dungeons and Dragons.
- Video Games - Both recreationally and developmentally.
- Reading - Particularly in the Science Fiction and Fantasy genres.
- Cinema.
- Short Film Production for *Sad Whail Productions*.
- Immersion Workshop Design.
- 3D Modeling in Blender.
- Sound Design and Development.
- Digital Effect creation - Self-taught within Adobe After Effects and trained in Smoke.

EMPLOYER REFERENCES:

Mat Metzner

Lead Designer
Kuato Studios
mat@kuatostudios.com

Dominic Feargrieve

Producer
Kuato Studios
domfeargrieve@gmail.com

Sam Mussett-Harford

Creative Director
Kuato Studios
sam@kuatostudios.com

Clara Bausson

Producer
Kuato Studios
clarabausson@icloud.com