

NICOLAS JACKSON
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PROJECTS

Designer 5/2002-Present
[Criminal Justice Concept](#)-Designed a criminal procedure sim and RPG game. For a work sample please visit www.nicolasjackson.com/Criminal Justice High Concept Document.pdf

Designer 3/2002- Present
[Planet X Concept](#)-Created a design for a real-time galactic conquest game. For a work sample please visit www.nicolasjackson.com/Planet X Game Treatment.pdf

Assistant Producer and Sound Designer 5/2004 – 8/2004
UT 2004 Mod "[Lost Colony](#)" – Managed project documentation and created audio assets for Unreal Tournament Mod

Level Designer 1/2005-4/2005
[Attack of the Game Design Instructors](#)-Designed a Warcraft III level. For a work sample please visit www.nicolasjackson.com/Warcraft III Level Design.zip

Beta Tester 11/2004-12/2007
World of Warcraft
Pirates of the Burning Sea

Co-Producer 7/2006 – Present
"[The Let's Talk Train Show](#)" – Present work on weekly internet talk radio show conducting interviews and helping arrange guests. To listen to old shows please visit www.letstalktrains.us

Producer 5/2006-Present
"[Nicolasjackson.com Podcast](#)"- Maintain podcast dealing with my efforts in game development

"[Nicnacjak Show](#)"- Act as a bi-weekly DJ on Sky Blue Radio. 7/2007-Present

Assistant Editor 5/2006 – 8/2006
[RPGDot.com](#) – Wrote a Preview of Pirates of the Burning Sea and collected information on upcoming releases at E3 2006.

Author 7/2004 – Present
Interactive Writing Project "[Star Smuggler](#)" – Composed non-linear script for Star Smuggler an RPG concept
Novel "[Space Pioneers: A New Beginning](#)" – Authored linear back story for Space Pioneers an RPG concept
Short Oral Story "[The Man and His Plane](#)" – Created short oral story

EDUCATION

University of Advancing Technology 1/2004 – 12/2007
Bachelors of Arts Multimedia Cum Laude, majoring in Game Design GPA 3.62

SKILLS

Design – System design, character development, plot planning
Writing – Quest flavor text, short stories, novels
Audio Engineering-Recording, Editing, Mixing using Sound Forge 9, Sonar 6
Content Development-Level Design, Asset Importation and Placement using Trainz Surveyor, Torque 2D, UT 2004 Editor, Warcraft III Editor
