

# Nicolas Diaz

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## Education

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### **The DAVE School**

Orlando, FL

Degree in Video Game Design

September 2021 - September 2022

Graduated: September 2022

Skills learned: 3D Modelling, Animation, Model Rigging, and Level Design.

GPA: 3.5

### **Florida Polytechnic University**

Lakeland, FL

Degree in Computer Sciences

Expected to Graduate 2028

Status: Undergraduate

Current GPA 3.44

## Skills

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Basic C programming

3D modeling in Blender and Maya

Rigging

Animation

Unreal Engine 4 and 5

Game Maker Studio 2

## Work Experience

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### **Self Employment - Supernova Studios**

Miramar, FL

Lead Game Designer

Early 2017 - Present

- Over the past several years, I've been independently developing my own video game with the hopes of one day sharing it with the world.
- The game has been in mostly active development since I left High School.

### **Hearts Desire Intl.**

Miramar, FL

Virtual Technology Assistant

2019 - August 2023

- Assisted in the transfer of data between multiple online web platforms.

### **D-Site Design/Assistive Freelance Work**

Miramar, FL

Marketing Assistant

2019 - June 2022

- Assisted in web design, photoshop work and other tasks.