



## SOCIAL MEDIA

[twitter.com/SK\\_Jynx](https://twitter.com/SK_Jynx)[linkedin.com/in/nickyeedesign](https://www.linkedin.com/in/nickyeedesign)

## CONTACT

[nicholas.yee3@gmail.com](mailto:nicholas.yee3@gmail.com) 306-716-9004 <https://www.skjynx-design.com/> 

## WORK EXPERIENCE

**Beans // Devolver Digital**

2021 - 2023

**Technical Audio Designer**

- Worked with audio lead to ideate, prototype, and iterate on audio systems and features
- Created custom tools for the team to use in Unreal Engine 4's Blueprints & in C++
- Designed, implemented, and mixed audio assets for the game in Reaper and FL Studio
- Wrote and maintained technical documentation detailing breakdowns of how audio was implemented and used
- Facilitated communication between audio and other departments to help support team's tasks and goals

**Ignotus Team**

2020 (Contract, 4 months)

**Audio Designer**

- Designed and implemented assets for the project using Unity and FMOD
- Provided consultation for the game's audio direction

**Super Smash Academy**

2015

**Video Editor & Script Writer**

- Wrote scripts for competitive e-sports educational content
- Edited videos to teach and educate players on fighting game techniques and theory

**Hi-Tech Gametraders**

2015 - 2018

**Evening Manager**

- Organized schedules, employees, and merchandise
- Appraised and provided insight into games and consoles to be sold or traded
- Diagnosed and repaired hardware and software

**Freelance Illustrator**

2012-Present

**Illustrator**

- Conferred and worked with different clients to produce visual art for commercial and personal use
- Managed invoices, bookkeeping, and deadlines

## OTHER EXPERIENCE

**Tespa Overwatch Collegiate Main Roster**

2018 - 2019

- Selected to compete in officially sponsored esports tournaments during college

**Tespa Overwatch Collegiate Coach**

2020

- Coached players in the 2020 academic year in team building, game sense, and mechanics in Overwatch

**Tournament Staff, Apex Tournament Series**

2015

- Worked as a pool organizer & general staff for over 1,500 competitors

**Esports Panelist, Super Smash Con.**

2016

- Publicly spoke to an audience of 1,000+ viewers about mindset, mentality, theory, and practice in competitive fighting games

## EDUCATION

**Honours Bachelor of Game Design**

2018 - 2021

**Evan Hardy Fillm & Media Studies**

2013

- Film produced won 1st place for sound design & 2nd place for cinematography

## TECHNICAL SKILLS &amp; TOOLS

- C#
- C++
- Visual Studio
- Reaper
- FL Studio
- FMOD
- Perforce
- Git
- Discord/Slack/MS Teams

- WWise
- Unreal Engine
- Unity

- Blender
- Maya
- Substance

- Adobe Suite
- Google Sheets/Excel
- JIRA/Confluence