

Adam Nash

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Bio

I've been designing games, writing stories, and composing soundtracks my whole life. These mediums are inseparable for me, and I studied programming so I could tie them all together. After obtaining my master's from NYU's Interactive Telecommunications Program in 2009, I turned my passions into a career - first as a jr. game designer and soundtrack composer on Flash games for high-profile IP (such as Nickelodeon and Cartoon Network) and later as both design and tech lead using Unity. Seventeen years later, I now have credits in more than thirty shipped titles across roles as programmer, game designer, level designer, technical designer, narrative designer, writer, composer, and sound designer. I have a deep appreciation for working on a team that is more than the sum of its parts, as well as collaborating closely with other teams, clients, and sub-contractors. My purpose is to craft experiences that entertain and inspire - in whatever role(s) my expertise may offer.

Professional Summary

- Technical game designer and Unity developer with 17 years of experience
- Credits in over 30 titles across console, PC, mobile, and web platforms
- Worked with high-profile IP, including titles for Nickelodeon, Cartoon Network, Ubisoft, Sony, and more
- Lead programmer and contributing designer on [EarthNight](#), an award-winning Apple Arcade launch title
- Extensive experience with code, scripting, level design, game feel, narrative design, writing, and music / audio design
- Unity/C#, FMOD, Lua, Python, GameMaker/GML, Flash/AS3, SDKs for Steam, PlayStation, and Switch

Professional Experience

[Cleaversoft](#) - 2017-present - Lead Programmer, Game & Level Designer

- Lead programmer and contributing game designer on *EarthNight*, an award-winning Apple Arcade launch title
- Shipped on Apple Arcade, Nintendo Switch, PlayStation 4, and Steam

- Extensive experience with Unity, collaborating closely with artists, animators, audio teams, and contractors across all phases of development
- Lead programmer on *NekoCore*, a cat-mech art randomizer, working in close collaboration with the artists at [Ukiyo-e Heroes](#)
- Lead programmer and contributing game designer on an unannounced upcoming title with expanded responsibility for design, game feel, and narrative
- Unity, C#, FMOD Studio, FMOD-Unity integration, platform SDKs and APIs

Adjunct Professor of Game Development - 2015-2021

- Drexel University, University of the Arts, and Rutgers–Camden
- Taught courses including *Video Game Design*, *Interactive Storytelling*, *Computational Thinking*, *Overview of Gaming*, *Game Development Foundations*, *Advanced Game Design & Production*, *Experimental Games*, and *Scripting for Games*
- Awarded the Rutgers-Camden Digital Fellowship

[Philadelphia Game Lab](#) - 2013-2016 - Lead Game Designer, Lead Unity Developer

- Designed and programmed game systems to integrate with clients' platforms
- Assisted multiple teams with Unity development, game balancing, and level design
- Unity (lead C# programmer), Unreal (level design, blueprints)

[Artizens](#) - 2012-2015 - Game Designer, Programmer, Composer, Sound Designer

- Co-created *Artizens*, a Kickstarter-funded indie game
- Designed game systems, scripted gameplay, composed music, designed and implemented all audio, wrote story bible and in-game dialog
- Lua scripting, proprietary tools, FMOD Studio, Steam SDK

[Starlight Runner Entertainment](#) - 2011-2012 - Narrative Designer & Writer

- Member of the writing team for story bibles and transmedia content for *Splinter Cell*, *Men In Black*, *Ku-Mighty*, and more
- Game designer and writer on *Masters of Constantinople*, an original narrative adventure game for History Channel's *Battle Castles*
- GDD, story bible, and proposal writing

This Is Pop - 2008-2011 - Jr. Game Designer, Level Designer, Music Composer

- Wrote proposals, designed levels, balanced gameplay, and composed original music for web-based games for Nickelodeon, Cartoon Network, Adult Swim, MTV, and more
- Flash, AS3, proprietary tools, GDD writing

Freelance Music Composer and Sound Designer - 2008-present

- Composed, produced, and implemented original music and audio for various indie and IP-based titles, including work for Nickelodeon, Sprout, Cartoon Network, Adult Swim, and more
- Original music used in [commercial aired on Adult Swim](#)
- Logic Pro, FMOD Studio, FMOD-Unity integration

Education

NYU - 2009 - Masters, Interactive Telecommunications Program

- Studied game design, creative coding, and interactive narrative
- Supplementary coursework in music production and interactive audio
- Part of the faculty and peer network that later evolved into the NYU Game Center
- Indie game thesis, [Artizens](#), was later developed into a successful Kickstarter campaign

Ithaca College - 2006 - B.A., Cinema & Photography

- Film major with a focus in screenwriting
- Supplementary coursework in computer science, music composition, and audio production

Talks & Workshops

Playcrafting - 2014-2015 - Speaker & Workshop Leader

- *Game Design Through Prototyping*: Workshop/game-jam hybrid exploring design by iteration
- *Interactive Audio in a Day*: Crash-course in FMOD fundamentals
- *Capture the Sounds of the SNES and Sega Genesis*: Techniques for composing authentic 16-bit style music

Ithaca College - 2014-2015 - Alumni Speaker, Emerging Media Program

- Gave talks on video game development and narrative design

The Recording Academy - 2012 - Panelist for Music in TV, Games and Film

- Panel discussion on music composition and integration in entertainment media, representing the game development perspective

Skills

- **Unity / C#:** 10+ years of professional experience, deep understanding of the engine, architecture, scripting, and custom tooling
- **Other Engines / Languages:** GameMaker (20 years), Python (10 years), Lua (15 years), Flash (20 years), Unreal editor and blueprints (2 years)
- **Game Design:** Systems design, level design, game feel, balance/tuning, GDD and proposal writing
- **Narrative Design:** World-building, story bibles, IP development
- **Audio:** FMOD Studio, FMOD-Unity integration, music composition and production, interactive music, audio design and integration
- **Version Control:** Git, SVN, Perforce
- **SDKs / APIs:** Steam, Apple Arcade, Nintendo Switch, PlayStation 4

Credits

- [Cleaversoft](#)
 - **EarthNight** - lead programmer (Unity), game designer, level designer
 - **NekoCore** - lead programmer (Unity)
 - **Boomerang of Oru** - lead programmer (Unity), game designer, narrative designer
- [Artizens Inc.](#)
 - **Artizens** - game designer, programmer, composer, audio designer, narrative designer, writer, producer
- [Starlight Runner Entertainment](#)
 - **Ku-Mighty** (Ultimate Gaming Hideout) - story bible writer
 - **Masters of Constantinople** (Agentic) - game designer, writer
 - **Splinter Cell** (Ubisoft) - story bible writer
 - **Men in Black** (Sony) - story bible writer, game design consultant
- [Gigantic Mechanic](#)
 - **Terrific Trucks** (Sprout) - audio designer

- ***Topping Chef*** (Sprout) - audio designer
- ***Tilt-a-pillar*** (Sprout) - composer, audio designer
- ***Block Party*** - composer, audio designer
- [This is Pop](#)
 - ***Wolverine: Sentinel Slash*** (Nickelodeon) - jr. game designer, composer
 - ***Spongebob Squarepants: Demolition Sponge*** (Nickelodeon) - jr. game designer, composer
 - ***Naruto: Battle for Leaf Village*** (Cartoon Network) - level designer
 - ***Naruto: Star Students Ninja Survival*** (Cartoon Network) - jr. game designer
 - ***Monsters vs. Aliens: Trackdown Smackdown*** (Nickelodeon) - composer
 - ***Intergalactic Sneaker Rescue Omega*** (Foot Locker) - jr. game designer
 - ***Three-Point Game*** (Foot Locker) - composer
 - ***Spell My Finger*** (Adult Swim) - composer
 - ***Death Row Diner*** (Adult Swim) - jr. game designer, composer
 - ***Tofu Hunter*** (Adult Swim) - jr. game designer
 - ***Twirl and Hurl*** (Adult Swim) - composer
 - ***Dungeons and Dungeons*** (Adult Swim) - level designer
 - ***Vending Machine Champ*** (Adult Swim) - jr. game designer, composer
 - ***Poledance Party*** (Adult Swim) - level designer, composer
 - ***Jurassic Fight Club: Turf Wars*** (History Channel) - jr. game designer
 - ***Wishful Dash of the Ninja*** (MTV) - jr. game designer
 - ***Mosh Box*** (MTV) - jr. game designer
- Misc.
 - [Radio Room](#) - ***Queens of the Sapphire Sea*** - composer
 - [Ghost Crab Games](#) - ***Hastilude*** - composer
 - ***RMA Training Videos*** - composer
 - ***Mazian Chronicles*** - composer
 - ***Jer Coons*** - [JERemix EP](#) - composer, producer
 - ***Jimkata*** - [Beat the Curse Remix](#) - composer, producer
- Original Discography
 - [Codename](#) - 2005-2010 - composer, keyboards
 - [Igor's Egg](#) - 2007-2011 - composer, keyboards, writer
 - [Chronicles of Sound](#) - 2011-2015 - composer, producer, keyboards, vocals, transmedia producer, narrative designer, writer
 - [Outer States](#) - 2017-present - composer, producer, keyboards
 - [Adam Nash Music](#) - 2020-present - composer, producer