

# Adam Nash

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## 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, SDKs for Steam, Apple Arcade, PlayStation, and Switch

## Professional Experience

### [Cleaversoft](#) - 2017-2026 - 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-present

- 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*, *Valiant Comics*, *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), Lua (5 years), Flash (6 years), Unreal/Blueprints (2 years)
- **Game Design**: Systems design, level design, game feel, balance/tuning, GDD and proposal writing
- **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
- [Artizens Inc.](#)
  - **Artizens** - game designer, programmer, composer, audio designer, narrative designer, writer, producer
- [Starlight Runner Entertainment](#)
  - **Masters of Constantinople** (Agentic) - game designer, writer
  - **Ku-Mighty - Mythology Bible** (Ultimate Gaming Hideout) - writer
  - **Splinter Cell - Mythology Bible** (Ubisoft) - writer
  - **Men in Black - Mythology Bible** (Sony) - writer
  - **Valiant Comics - Mythology Bible** (Valiant Entertainment) - writer
- [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.
  - **Plum Prizes** (Adaptive Engines) - lead game designer, lead programmer
  - **QuickTequila - [Tamashika](#)** - guest composer
  - **[Radio Room](#) - *Queens of the Sapphire Sea*** - composer
  - **[Ghost Crab Games](#) - *Hastilude*** - composer
  - **RMA Training Videos** - composer
  - **Mazian Chronicles** - composer
  - **[Cipher Prime](#) - *Pulse*** - guest 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