

NAHUM ZEWDIE ("NEY-UM ZO-DAY")

Game Designer

719-646-9565 | nahumzewdie1@gmail.com | 930 Fire Rock Pl, Colorado Springs, CO 80921 | LinkedIn: <https://www.linkedin.com/in/nahum-zewdie> | Portfolio: <https://www.nahumzewdie.com/> | <https://github.com/NZewdieGitHub>

SUMMARY

Independent Game Designer with a proven record of delivering three original games from concept to release. Blends creative vision and project management to craft engaging gameplay that meets deadlines and stands out in a competitive market.

PROJECTS

THE CANNONBALL THAT COULD | SOLO DEVELOPER | LEVEL DESIGNER | PIXEL ARTIST (Commercial Game: May 2024)

An *action artillery* game where you play as a sentient cannonball who needs to destroy an enemy ship from the inside.

- Designed the player's ship to have a health bar and make the player lose health if their cannonball collides with their own boat.
- Due to feedback from playtesters, the movement is designed so that the player can only move up or down unless they use the slowdown mechanic.
- Tools:** Unity, C#, GitKraken, Piskelapp

THE KITCHEN CRUSADER | SOLO DEVELOPER | LEVEL DESIGNER | UI DESIGNER | PIXEL ARTIST (Class Project: Fall 2023)

A *Galega-inspired 2D shoot-em-up* where you play as a chef defending his restaurant from zombie health inspectors.

- Created two weapons to fight enemies; ketchup damages enemies while mustard slows enemies down.
- Created the User Interface, indicating the player's mustard ammunition and how many tables the player needs to defend.
- Tools:** Unity, C#, GitKraken, Paint 3D

JELLY DROP | SOLO DEVELOPER | LEVEL DESIGNER | UI DESIGN | PIXEL ARTIST (Class Project: Fall 2023)

A *2D platformer* where you play as a culinary archeologist who must nab jewelry in a cave before time runs out.

- Designed a mechanic where the player can turn themselves slim and slip through platform cracks, which helps collect jewelry hidden near the bottom of each level, enhancing player progression.
- When players nab the required amount of jewelry, they automatically bounce to higher platforms and reach the goal. Implemented this mechanic as a reward that the player must earn to achieve the goal.
- Tools:** Game Maker Studio (GML), GitKraken

SKILLS

- | | |
|---|---|
| • PROGRAMMING: GML, C#, C++, Python, Java | • ENGINES: Unity, Game Maker Studio 2 |
| • DEVELOPMENT ENVIRONMENT EXPERIENCE: Visual Studio, Eclipse | • BUSINESS SOFTWARE EXPERIENCE: Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Microsoft Teams |
| • GAME DEVELOPMENT SKILLS: Scrum, Detail-oriented, Math Skills, Debugging, | • COMMUNICATION EXPERIENCE: HacknPlan, Discord, Gmail, Outlook, GitHub, GitKraken |

EDUCATION

Bachelors of Innovation in Game Design and Development

University of Colorado at Colorado Springs (UCCS), Dec 2024, Magna Cum Laude

GPA: 3.738

Unity Certified Associate: Game Developer

Year of Certification: 2024

WORK EXPERIENCE

Team Member, MOD Pizza, Sept 2025 - Present

- Balanced multiple roles (dishwasher, server, cashier) while adapting to shifting priorities and customer needs.
- Maintained a clean, organized workspace in a fast-paced environment.

Teachers Assistant (TA), UCCS, Aug-Dec 2024

- Graded assignments and assisted with course management