



Nick Burns

Game Design | Level Design | Environment Art



Mar 2017-
Present

SkyPyre Studios

Studio Director & Indie Developer

Managing indie studio producing games and multimedia. Shipped 3 games, more in development.

• **Armored Tussle** (Unreleased twin-stick shooter)
Solo-Development: All game design, programming, environment & character art, tech art, UI/UX, animation.

• **Alt-Fire** (Prototype FPS)
Solo-Development: All game design, programming, environment & character art, tech art, UI/UX, animation.

• **Evasive Maneuvers** (PC 2022 flight arena game)
Lead level design & art, lighting, environment art, game design, level scripting, project management.

• **The Blobs Fight** (PC 2018, Xbox 2020 party game)
Lead level design & art, lighting, game design, project management.

• **Halen: Ballad of the Blade Thief** (PC 2017 action game)
Lead level design & art, lighting, game design, project management, helped cinematics & animation.

Jan 2024
+
Jan 2023

Carleton University

Environment Design Instructor (Contract)

Teaching 4th year students fundamentals of environment design theory, level art process, Unreal Engine level editing, lighting and basic technical art.

Jul 2017-
Present

Elections Canada

UX Designer & Developer

Designing and developing traditional and interactive training products for election field staff.

2015-
Present

Unreal Tournament Community

Level Designer & Artist

Creating user generated multiplayer levels for various series entries, primarily UT4 (Unreal Engine 4).



Sep 2013-
Apr 2017

Bachelor of Information Technology

Specialized in Interactive Multimedia & Design

Carleton University & Algonquin College
(Joint Degree/Diploma Program)

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Speaks English, French

Tool Experience



Other Things I Do



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 @NickBurns
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