NICHOLAS MAJOR

3D Artist & Game Developer

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SUMMARY

3D artist and game developer from Canada. I care as much about how a game feels as how it looks. I have made art my whole life, from an art-focused high school to animation school and then game design. I model, animate, prototype and program in Unreal, Unity and Godot, and I'm building RaceLine, a solo arcade racer.

SKILLS

Engines: Unreal Engine 4/5 (main engine), Unreal Blueprints, Unity, Godot 4

Programming: C++, C#, Python, GDScript, Python tools scripting (Blender/Maya), shaders / shader graphs, Git/GitHub

3D & Art: Maya, 3ds Max, Blender (incl. Geometry Nodes), ZBrush, Substance Designer & Painter, Photoshop, Illustrator, Premiere, After Effects; hard-surface modelling, character/organic sculpting, PBR texturing, retopology & baking, rigging, 2D/3D animation, VFX, lighting, concept art

Design: Level design & greyboxing, gameplay & systems design, prototyping, GDDs, playtesting, narrative, optimization

Production: Agile, Scrum / sprints, Jira, Trello, giving & taking art feedback, cross-team communication, team leadership

PROJECTS

RaceLine | Solo developer | Godot 4, GDScript, Blender — *Passion project · In development*

- Building an arcade racer solo from the ground up, tuned around short, punchy 30 to 45 second laps: time trial with lap history and track-limit calls, plus online peer-to-peer races.
- Designed two car classes that drive nothing alike (a heavy, drift-happy Touring Car and a planted 300 km/h Formula Car), an eight-gear momentum gearbox, and surface grip for asphalt, kerbs and grass.
- Model every track in Blender with Geometry Nodes: racing lines, kerbs, roll-off grass edges and TecPro barriers.

Parallel | Group capstone | Concept art, 3D, animation → art lead / team lead — *Level Up Showcase 2025*

- Won 3rd place for accessibility out of about 125 teams from across Ontario at Level Up Showcase 2025; the game has a Steam page (store.steampowered.com/app/3714700/Parallel).
- Started on concept art, 3D modelling and animation, including the player's glove and a creature model.
- Took over the team's Jira board and moved into an art lead / team lead role to carry the project through to the showcase.

BentoBox | Solo developer | C#, .NET 8, WebView2 — *Windows app · v0.33, public download*

- Built a Windows app that docks real apps (Blender, Godot, Spotify, a browser) into one tiling window of tabbed boxes.
- Added a built-in tabbed browser with uBlock Origin Lite ad blocking, one-click email and streaming integrations, system-wide media controls, and hotkey quick search.
- Released v0.33 as a public download; everything runs locally, with no accounts or cloud sync.

EXPERIENCE

Subject Matter Expert / Supervisor | Concentrix (satellite radio client) — *May 2025 – August 2026*

- Promoted to SME/Supervisor in October 2025 for consistently resolving complex technical issues in high-volume support.
- Trained and mentored groups of 6–12 agents at a time on technical procedures, quality standards and workflows.
- Troubleshot escalated website, account, hardware and software issues; quickly learned client systems and Salesforce.
- Coached in real time, tracked team metrics, helped improve processes, and received multiple attendance awards.

Other experience: Line cook, machine operator and grocery clerk (2020–2024): trained new hires and led kitchen shifts during staffing shortages.

EDUCATION

Game Development – Advanced Diploma | Algonquin College, Ottawa, ON

September 2022 – April 2025 (returning September 2026 to complete remaining credits)

Coursework in programming, 3D asset creation, game design, and collaborative production. Practical skills in problem-solving, critical analysis, and technical tooling applicable to systems work and diagnostics.

Interactive Media Development | Loyalist College, Belleville, ON

September 2019 – December 2020

Focused on 2D/3D animation, visual effects, and production workflows using industry tools (Maya, Unreal Engine, Adobe Suite), including motion-capture and team-based projects.