



NIKOLAUS INGENERI

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PROFILE I'm a 16-year game development professional with a unique blend of advanced creative and technical skills suited to game design; and the production of game and concept art.

EXPERIENCE I have a university degree in programming and computer architecture. I'm a professional illustrator able to create distinctive, fantastic imagery. In addition, I have years of hands-on game design experience contributing, over the years, as a lead artist, art director, and game designer on dozens of small to medium-sized titles.

EDUCATION

1992-1997 **B.S. in Computer Science. University of South Florida, College of Engineering**

RELEVANT WORK HISTORY

2009 – ongoing **Contract Illustrator for Fantasy Flight Games**

- Provide Games Workshop approved imagery for 40k RPG properties.

1994 – Present **Game Developer (Game Design Director since 2005)**

- Director for Gorilla Systems Corp of Tampa, FL. developing games for young/family demographics on the PC, GBA, DS and Wii platforms.
- Team leader in the production of three dozen titles.

2003 – 2004 **Concept and Texture Artist**

- Employed by Smiling Gator Productions of Orlando, FL. to visually develop and provide model textures for the Twilight War: After the Fall MMO project.

RELEVANT SKILLS BREAKDOWN

- Experienced game designer
- Professional artist
- Game development veteran and experienced team leader
- Superior technical and creative writing skills
- Programming knowledge

PLEASE FIND SAMPLES OF MY ARTWORK ONLINE AT www.ingeneri.com

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GAME TITLE HISTORY

Over the years, I've been involved in developing dozens of titles on various platforms; including PC, Mac, GBA, DS and Wii, as well as interactive and stand-alone toys and interactive Television applications. I've worked with intellectual properties from companies, such as; Disney, Pixar, Mattel and many more.

While my 'personal' play preference would not include most of the titles I have produced in over 16 years of game production, **my long experience presents me with unique insight into the intricacies of game development processes** (shared by all development projects regardless of demographic); **and provides an invaluable look into the procedures for handling projects based on popular brands and intellectual properties**

Nintendo Wii

- All-Star Cheer Squad2
- All-Star Cheer Squad
- Cake Mania

Nintendo DS

- The Clique : Diss and Makeup
- Nancy Drew: Mystery of the Clue Bender Society
- Hannah Montana: Music Jam
- Nancy Drew: The Deadly Secret of Olde World Park
- Strawberry Shortcake Strawberryland Games
- Disney's The Little Mermaid

GameBoy Advance

- Strawberry Shortcake Summertime Adventure
- Strawberry Shortcake Ice Cream Island Riding Camp
- The Proud Family
- The Cheetah Girls
- Disney's The Little Mermaid
- Strawberry Shortcake Sweet Dreams
- Barbie & Diaries : The High School Mystery

Interactive Toys

- Barbie iDesign Ultimate Stylist
- Barbie's Magic Genie Bottle
- Talk With Me Barbie
- Nick Click Camera
- Barbie's Photo Designer and Digital Camera (winner of the interactive achievement award.)
- Hot Wheels Mouse

PC / Mac

- Barbie iDesign
- Nickelodeon's Fairly OddParents, Breaking Da Rules
- Disney's Spy Kids Mega Mission Zone
- Disney's Lilo and Stitch Junior game
- Disney's You Can Fly With Tinkerbell
- Disney/Pixar Monsters, Inc. Scream Team Training
- Disney Girlfriends
- Barbie's Ocean Discovery
- Detective Barbie (Mattel released a new doll based on this titles success)
- Detective Barbie
- Barbie's Sleeping Beauty
- Working Woman Barbie
- Barbie's Sticker Designer
- FlipOut! (PC)
- FlipOut! (Jaguar)

Interactive TV

- Pizza Hut
- Atari Games Venue
- Alfred the Electronic Butler
- Cyber Checkers
- Services Venue
- Barnett TV Banking

Stand Alone Toys

- Pixter ROM Disney's Enchanted Princesses
- Pixter ROM Disney's Mickey and Friends