



# MACKENZIE NICHOLSON

GAME DEVELOPER,  
DESIGNER, ARTIST

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<https://theworksofmnicholson.com>

July 12, 2004

## PROJECTS

VIEW FOR MORE DETAILS: [THEWORKSOFMNICHOLSON](#)

### SPELLBOUND ACRES

Spellbound Acres is a cosy farming sim with a unique and magical twist. At its core, this game blends the relaxing, creative nature of farming with the thrill of magical exploration.

Spellbound Acres was made in unity 3D in this project I took the role as Project lead managing a team of 5, I was also responsible for the mechanic design, 3d modeling, story writing and concept art.

JAN 2025 - PRESENT MORE INFO: [LINK](#)

### ESCAPE THE MUSEUM

Escape the Museum is a VR escape room experience were you are stuck in a museum and must learn about the art pieces around you to complete the challenges and escape in the set time period.

Escape the Museum was made in unity VR as an Educational VR game for Kids, I was responsible for gameplay programming and environmental design.

JULY 2024 - SEPT 2024 MORE INFO: [LINK](#)

## WORK EXPERIENCE

### 2018 - PRESENT

#### McDonald's Department Manager

- Create and manage the Stock budget, ensuring efficient allocation of resources and optimizing weekly Stock.
- Customer Experience: Actively seeking feedback, handling complaints, and ensuring high-quality, fast service.
- Food Safety and Cleanliness: Maintaining high standards for food safety and ensuring the restaurant is clean and safe.
- People Management: Recruiting, training, onboarding, and scheduling staff, as well as conducting performance reviews and coaching.

### 2020 - present

#### Freelance art, design and 3D modeling

- Art Production: Creating original artwork (digital, physical, 2D, 3D) tailored to client specifications.
- Client Management: Collaborating with clients to understand visions, managing expectations, and revising work based on feedback.
- Worked with [Strange Mug Studios](#) working on logo design's merch designs and social media marketing.
- Business Operations: Handling administrative tasks such as invoicing, contract negotiation, project scheduling, and marketing/self-promotion.

## ABOUT ME

Hi I'm Mackenzie, I enjoy taking on new challenges and learning as I go. I always dedicate extra time to refining my work and making sure the final result stays true to the original creative vision.

## SKILLS

### LANGUAGES

C C++ C#

### ENGINES

UE5 UNITY

GODOT

### SOFTWARE

VISUAL STUDIO

AESPRITE BLENDER

CLIP STUDIO HOUDINI

ARMOR PAINT

GOOGLE WORKSPACE

## EDUCATION

### SAE University College,

2023- Present

Bachelor of Games Design, Majoring in Game Design (concept art elective)

## FEATS

My capstone project Spellbound Acres was showcased on the SAE 2025 marketing campaign for the bachelor of game design, as well as our capstone project panel discussion.