



# NATHAN CHEEVER

Lead Immersive Designer

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## WHAT I DO

Vivid, deep worlds that resonate with players has been my long-time passion. Inspire them to explore far reaches. Charm them with stories, systems, and meta!

I oversee layout, diversity, and integrity of game worlds by helping shape the game's vision into a living sandbox. Art, Gameplay, Features, and Technical needs are all considered and supported.

You'll find me actively defining and communicating the foundation (world bible), construction (world building), and system interaction (world logic) to create a lasting experience.

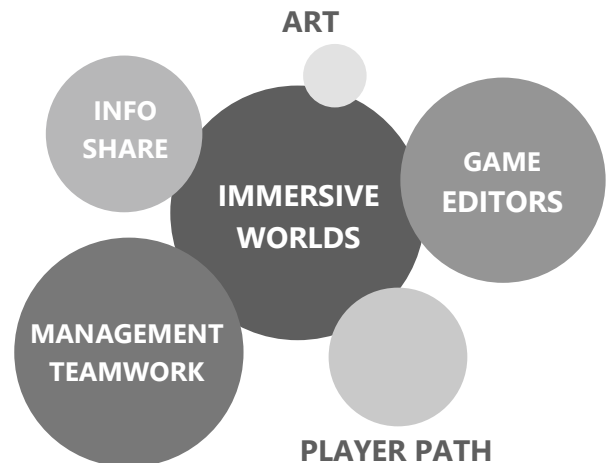
## EXPERIENCE

- 2013-Present  
2K Games  
**Lead World Designer**  
Unannounced AAA title  
Mafia III
- 2009-2013  
Human Head  
**Lead Level Designer**  
Prey 2
- 2007-2009  
Destineer  
**Lead Campaign Designer**  
Six Days in Fallujah
- 2006-2007  
Propaganda  
**Asst. Lead Level Designer**  
Turok
- 2002-2005  
Surreal Software  
**Senior Game Designer**  
The Suffering: Ties That Bind  
The Suffering
- 1999-2002  
Monolith  
**Lead Multiplayer Designer**  
No One Lives Forever 2  
**Level Designer**  
Aliens vs. Predator 2
- 1999  
Sierra Online  
**Lead World Designer**  
Middle Earth Online
- 1996-1999  
Heuristic Park  
**RPG Designer**  
Wizards & Warriors  
**Character Modeler**  
Unreal: Return to Na Pali

## EDUCATION

- 1995-1997  
Atlanta College of Art  
**Bachelor of Fine Arts**  
In Computer Graphics
- 1993-1994  
Montgomery College  
**Associate Degree**  
In Computer Graphics  
Artist of the Year 1993
- 1992-1993  
Southern Illinois University  
**Film & Video Production**
- 1990-1991  
Montana State University  
**Graphic Design & Theater**
- 1989-1990  
Winthrop University  
**School of Fine Arts**

## PROFESSIONAL FOCUS



## KNACKS

Computer Art, Fine Art, Audio/Video Mixing, Graphic Design, Web Design, HTML, CSS, C++, Ruby, Flowchart Scripting, Proprietary Scripting Languages, 3DS Max, Maya, Unreal 3, UE4, SketchUp, Id Tech, Lithtech, Proprietary RPG engine, Proprietary MMP engine, Proprietary FPS engine, Microsoft Word, Excel, Visio, and PowerPoint.