




JEFF NACHBAUR

Creative · Collaborative · Game Developer

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About Me

The majority of my 20+ years working in game development have been production-focused, with the last five as a primary creative lead and technical designer. I have worn many hats during my career - artist, scripter, writer, designer, producer, and will turn my hand to whatever a project requires in order to deliver. I take pride in having a versatile skill set and a flexible approach to problem solving which enables me to fulfill the unanticipated needs that inevitably arise on any project.

I am looking for my next adventure where I can develop further as a leader and contributor, collaborating as part of a team which is focused on producing fun, engaging and exciting interactive experiences.

Summary

- Versatile background as both a production and creative game development lead who has shipped 25+ titles as a developer, publisher, and licensor
- 4+ years in Unreal Engine, with wide-ranging experience in Blueprints & gameplay scripting
- 2 years in Unity, focused on authoring and scripting UI functionality for a “metaverse game show” featuring live events
- Extensive analytical skills with a comprehensive understanding of technical game design, data structures, and general programming concepts
- Adept team communicator with strong interpersonal skills

Experience

Game Director

Digital Eclipse, Emeryville, CA

November 2021 – April 2024

Production lead, creative lead, and principal designer on *Wizardry: Proving Grounds of the Mad Overlord*, reviving the *Wizardry* franchise - dormant for over 20 years in the US - by updating the foundational 1981 genre-defining classic.

- Led a cross-functional development team from concept to submission, day-to-day, over a two years development cycle
- Reimagined the ethos of the original Apple II game to appeal to a modern audience of sophisticated gamers
- Built all user-facing interactions, both new and those interfacing with original Apple II code, through Unreal Blueprints
- Designed and directed all new game features, including the bestiary, identification system, combat visualization, and other game systems
- Defined, contracted, and managed all external content & support vendors, including those for character art, localization, QA, and music
- Established the roadmap for new features and refinements during Early Access from September 2023 through April 2024, culminating in a “Very Positive” User Review score on Steam

Executive Producer

Digital Eclipse, Emeryville, CA

April 2013 – November 2021

Production and development team lead on *MediEvil* (2019), *Minecraft: New Nintendo 3DS Edition* (2018), *The Disney Afternoon Collection* (2017), *Yu-Gi-Oh! Legacy of the Duelist* (2015), and *#IDARB* (2015).

- Proven track record of delivering projects on-budget and on-time, meeting quality standards set by clients and studio management
- Developed fully-functional live-service, virtual game show title in Unity for AltSpace / Microsoft Mesh metaverse
- Cultivated multi-project, on-going relationships with clients including Sony, Microsoft, and Konami
- Identified studio resource gaps and spearheaded hiring new team members and contracting vendors to fill them
- Established production pipelines, tools, and processes for entire studio
- Reviewed tools and documented processes and technical lessons to inform methodologies for future projects
- Mentored team members to build new skill sets based on their individual strengths and interests aligning with project needs

Business Operations Manager

GREE International, San Francisco, CA

May 2012 – April 2013

Established and managed the Central Production Team, focused on the primary goal of supporting and fulfilling shared production needs across three live-service mobile game groups.

- Drove cross-team coordination between Product, Engineering, Marketing, PR, QA, Community, Customer Service, Analytics, BI, and Server Ops, leading up to global launches
- Negotiated and established studio-wide vendor relationships with localization houses, font foundries, usability testing houses, and others
- Shared best practices and established production processes shared by all game teams

Producer

Warner Bros Games, Burbank, CA

July 2004 – May 2012

- Managed game projects based on multiple Warner Bros. properties, as both a publisher directly managing the developer, and as a license holder working in tandem with third-party publishers
- Led all aspects of external development with partner developers on theatrical-IP games, including *Speed Racer*, *Happy Feet*, and *300*
- Maintained close collaborative relationships with studio IP stakeholders, including the Wachowskis, Kennedy-Miller-Mitchell (KMM), Zack & Deborah Snyder, and Cartoon Network
- Provided internal production support for WB Games developers Monolith and Nether Realm on *FEAR 2: Project Origin* and *Mortal Kombat* respectively

Education

Bachelor of Arts, English

University of Florida, Gainesville, FL