



# JEFF NACHBAUR

Creative • Collaborative • Game Developer

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## About Me

My biggest passion is being in the “trenches” as a member of a collaborative team of developers. Together, we can focus on making the best game possible by finding and refining its most engaging and fun design elements.

Most of my 20+ years of game development experience has been in a production capacity, with the last 5+ as a primary creative lead and technical designer as well. I have played many roles during my career - artist, scripter, writer, designer, producer, and more. I take pride in having a versatile skill set – able to fill the holes that inevitably arise on any project.

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## Summary

- 4+ years in *Unreal Engine*, with extensive experience in Blueprints & gameplay scripting
- Nearly 2 years in *Unity*, primarily focused on authoring and scripting UI functionality in C#
- Shipped 25+ titles across all platforms
- Experience coordinating and collaborating with diverse cross functional teams to bring a vision to life
- Experience with technical aspects of game design and familiarity with data structures and general programming concepts
- Strong analytical skills and a love for efficient problem solving
- Adept team communicator, proficient in creating and maintaining clear design documentation

## 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* (currently available in Early Access on Steam and GOG.com / available soon elsewhere).

- Tasked and supported dev team day-to-day
- Designed means of “surfacing” original Apple II game systems to modernize and increase accessibility of original game
- Implemented new features for the game, such as the new bestiary, identification system, combat visualization, etc.
- Used Unreal blueprints to build all user-facing systems interacting with ported and exposed Apple II code
- Assisted producers in establishing production and approval pipelines for art, localization, and music outsource partners
- Directed all discipline leads and producers to create a unified vision for the remake, including enemy designs, environments, music, sound effects, animation, UI, etc.
- Reacted to user feedback and laid out roadmaps for new features during Early Access
- Provided extra support to Japanese localization partners to ensure the game had proper appeal in the territory with the largest potential audience
- Found solutions to outlying tasks and unanticipated issues as needed



## Executive Producer

### Digital Eclipse, Emeryville, CA

April 2013 – November 2021

Game 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 production lead on *#IDARB* (2015), among others.

- Ensured on-time, on-budget, on-quality delivery of game projects
- Collaborated with discipline leads to set project priorities and goals, and constructed task schedules to meet them
- Managed relationships with clients, such as Sony, Microsoft, and Konami, to meet business and creative goals
- Developed and edited game story content
- Reviewed and documented processes & technical lessons to inform methodologies on future projects
- Mentored team members to build new skill sets based on their individual strengths and interests within project needs
- Supported business development, social, and marketing initiatives as needed

## 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 all three GREE International Game Studios.

## Producer

### Warner Bros Games, Burbank, CA

July 2004 – May 2012

Game producer as both a publisher and license holder.

- Led all aspects of external development with partner developers on theatrical-IP games, including *Speed Racer*, *Happy Feet*, *300*, and many others
- Maintained collaborative relationships with IP stakeholders, including the Wachowskis, Kennedy-Miller-Mitchell (KMM), Zack 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.

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## Education

### Bachelor of Arts, English

University of Florida, Gainesville, FL