

Nabil Tagba

Game Designer



Contact

Address

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Phone

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Portfolios Websites

- NabilTagba.com
- <https://www.youtube.com/@nabildevlogs2175>

Skills

- Game Design
- Programming
- Production
- Blender: Modeling/Sculpting
- Milanote
- Engines: Unity, Unreal, Godot
- Audacity

Work History

2021-08 -
2021-10

Code Ninja Sensei

Code Ninjas, Peoria, IL

- Taught kids of all ages how to make video games from using Scratch to Unity
- The kids were aged between 7 and 15

2023-08 -
Current

Part Time Indie Game Developer

Fantastic Games LLC, Moline, IL

Founder and CEO

- Established design documents outlining Game design concepts.
- 3D video games for PC using Unreal Engine.
- Designed and implemented gameplay mechanics and interactive elements.
- Created 3D models, animations and other assets for video games.
- Debugged and tested game features to support quality requirements.

Honors

- National Society of Leadership and Success (NSLS) Member
- National Society of High School Scholars (NSHSS) Member

Education

2021-08 -
Current

B.S. Game Design/Minor in Computer Game Technologies

Bradley University - Peoria, IL