

NICHOLAS LEFFLER

CREATIVE TECHNOLOGIST

CONTACT

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🌐 www.nicholasleffler.com

📍 Philadelphia, PA

SKILLS

Technology Education & Curriculum Development

Project Management & Grant Coordination

Program Design & Implementation

Community Engagement & Partnerships

Data-Driven Impact Assessment

Interactive Media Development

Space Design & Learning Environment Optimization

Game Design & Production Pipelines

Emerging Technologies: AI, VR, 3D Printing

EDUCATION

Bachelor of Science in Game Art & Production

Drexel University

2014 - 2018

A.J. Drexel Scholarship, Pennoni Honors College

REFERENCES AVAILABLE UPON REQUEST

FORWARD

I'm a creative technologist, game designer, and 3D artist who loves using tools like VR, AI, and interactive media to make learning more engaging and accessible. Over the years, I've helped build programs, labs, and pipelines that support youth, educators, and organizations—especially in under-resourced communities. Whether I am building projects, mentoring teams, or setting up immersive spaces, my goal is always the same: helping people grow through hands-on, creative work. I'm driven by real-world impact—finding practical ways to solve problems, tell meaningful stories, and create opportunities that didn't exist before.

WORK EXPERIENCE

Chief Operating Officer

DVNC Tech LLC

June 2018 - December 2024

- Transitioned DVNC Tech LLC from a game development studio to a leader in tech education, focusing on non-profit initiatives and adult education.
- Designed and delivered educational programs, including STEM workshops, game design courses, and AI upskilling.
- Interviewed, on-boarded, and helped mentor over 300 interns through the Drexel University Co-op program, many of whom continued on to roles at well-known studios, publishers, and leading technology firms.
- Secured partnerships with non-profits and educational institutions, aligning projects with funding opportunities and community needs.
- Oversaw game and tech project pipelines across VR/mobile/desktop platforms, managing cross-functional teams to meet creative and operational goals.
- Directed social media and community strategies, growing DVNC's online presence to 50,000+ followers.

Tech Innovator & Educator

Level Up Philly

November 2022 - December 2024

- Developed tech and workforce development initiatives for high-risk youth, helping secure over \$2M in city and state grant funding—including the Community Expansion Grant (CEG) from the Office of Policy and Strategic Initiatives for Criminal Justice and Public Safety (CJPS)—by aligning program design with data insights, community needs, and funder priorities.
- Co-designed and launched immersive learning environments including the L.I.F.E. Lab and MELT Lab, integrating VR, esports, and creative tech into daily programming. Led planning for data, AV, IT, and electrical infrastructure to support high-volume use and future expansion.
- Delivered hands-on workshops in game design, digital art, AI tools, and immersive technologies—expanding access to VR as a tool for workforce readiness and real-world application.
- Implemented an Independent Study Program offering personalized pathways in technology, design, and digital skills.
- Provided IT support and technical consulting to maintain seamless operation of high-traffic tech infrastructure.
- Evaluated program performance and impact, reporting key outcomes to city and state grant stakeholders.
- Collaborated closely with executive leadership to create pitch materials, conduct research, and manage programs—providing strategic support that ensured alignment with funding goals and organizational priorities.

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WORK EXPERIENCE CONTINUED

Facilitator (Contract)

Cxmmunity Co.

May 2023 - Present

- Facilitated esports and career readiness programming to local and national non-profits, tech hubs, and esports venues introducing youth to game development tools, industry roles, and career pathways.
- Designed and facilitated the Game Development Incubator & Pitch Competition for HP's Future of Work Academy (FOWA 2023), a virtual initiative focused on HBCU students. The program emphasized virtual prototyping, project-based learning, and real-world production workflows, culminating in a pitch judged by industry professionals.
- Developed curriculum and resources for game development workflows and processes.

Game Development & Gaming Instructor

Metro Esports

August 2022 - November 2023

- Developed and taught practical courses in game development and programming, providing students with hands-on guidance as they built skills in Unity, Python, and Minecraft Education Edition.
- Worked closely with Metro Esports' management team to ensure the curriculum encouraged creativity and critical thinking, aligned with student needs, and supported company goals.

3D Artist

SETVR LLC

January 2020 - July 2023

- Created virtual reality visualizations of a martial arts dojo and a network of themed environments for an immersive training experience.
- Conducted public play-testing and QA with over 100 users at live events, gathering and analyzing feedback to refine gameplay and UX.
- Designed physical brand assets such as banners, flyers, and more to run a successful convention-focused marketing campaign.

Visual Director, Producer & Community Manager

Monochrome Workshop

September 2019 - August 2022

- Led the creative development and community strategy for Monochrome RPG—a hand-animated, narrative-driven indie game built through a crowd-sourced production model.
- Grew virtual creative community to 2,000+ members, hosting weekly events, workshops, and collaboration sessions.
- Developed art and brand styles that inspired numerous creative competitions, social media campaigns, and supporting intellectual property.
- Secured publishing deals across Steam, Nintendo Switch, PlayStation, and Xbox (via Microsoft's ID@Xbox program).
- Implemented and managed multi-skill pipelines for artists, designers, musicians, writers, and more; culminating in 200+ active freelance contractors.

VR Technician

Mad Rex Restaurant and Virtual Reality Lounge

October 2017 - April 2018

- Helped manage and operate Mad Rex's Virtual Reality Lounge on of the first VR restaurants in Philadelphia.
- Helped customers experience unique and enjoyable VR content and games during their dining experience.

Game Designer

Skyless Game Studios - Drexel Co-op Program

March 2017 - September 2017

- Quality Assurance on a variety of mobile game/app products (Puzzle Games, Candy-Crush-like, etc.)
 - Implementation of new features and art using Unity.
 - Project management through source control using GitHub & SourceTree.
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