

# Nico Toé

Technical Designer, Game Tools Engineer, Social Systems Designer

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**OBJECTIVE** A full-time position in game design, especially UX, Tools, or Social Systems.

## PROFILE

- Technical UI/UX & Tools Engineer with 2 years AI model training experience
- Extremely fast at prototyping, good at tool and infrastructure design
- 4 years C/C++, 3 years C#/Unity, 2 years Unreal 5, 2 years Godot 4
- B.Sc. in Computer Science & Game Design from DigiPen
- Strong at both design and implementation
- 4 published titles on Steam

## PROFESSIONAL WORK EXPERIENCE

**DataAnnotation LLM Programming Trainer - Freelance** 04/24 – present

- Helped improve AI responses to programming questions for multiple LLMs
- Evaluated agent RAG-enabled pipelines for retrieval accuracy
- Reviewed other trainers' work for quality and correctness
- Developed rubrics with granular criteria for automated evaluation of agents
- Acquired deep familiarity with prompt-engineering, model training, and agent ecosystems

## TECHNICAL & DESIGN SKILLS

**Engines:** Unity (3 years), Unreal 5 (2 years), Godot 4 (2 years), custom C++ engines (2 years)

**Tools:** Unreal Materials, Niagara, MetaSounds, Gameplay Ability System

**Languages:** C/C++ (4 years), C# (3 years), Python (2 years)

**Math:** Linear algebra, calculus, discrete math, probability

**Collaboration:** Worked on and/or led interdisciplinary teams of 8 to 21

**Custom Tools:** Wrote a live telemetry system, dynamic animation system, level editor

**Best Practices:** Code review, pair programming, telemetry, CI/CD workflow creation

**Iterative Dev't:** User research, hypotheses, scope management, prototyping, playtesting, analysis

## PUBLISHED GAMES

[Eidolon: Fate of Fools](#) – UX Design (2025):

[https://store.steampowered.com/app/3961630/Eidolon\\_Fate\\_of\\_Fools/](https://store.steampowered.com/app/3961630/Eidolon_Fate_of_Fools/)

[Knight Light](#) – Technical Director (2024): [https://store.steampowered.com/app/3560620/Knight\\_Light/](https://store.steampowered.com/app/3560620/Knight_Light/)

[Witch Hazel](#) – UX/Tools (2023): [https://store.steampowered.com/app/3508840/Witch\\_Hazel/](https://store.steampowered.com/app/3508840/Witch_Hazel/)

[Strike Back](#) – Producer/Tools (2023): [https://store.steampowered.com/app/3627450/Strike\\_Back/](https://store.steampowered.com/app/3627450/Strike_Back/)

## DIGIPEN GAME PROJECTS

**Eidolon: Fate of Fools** UX Designer/Programmer 09/24-09/25

3D networked 8-player Arena Shooter, Unreal Engine 5, team of 8: 5 programmers, 2 artists, 1 designer

- Was the sole UX programmer on an 8-person team, doing game feel, usability, and tech art
- Co-conducted frequent thorough playtesting in a multiplayer environment
- Built VFX and SFX with Niagara and MetaSounds for 13 weapons with 2 firing modes each
- Integrated Steam platform match invites, usernames, and profile pictures
- Hosted a live PostgreSQL server for collecting match data from real Steam players

## EDUCATION

DigiPen Institute of Technology

B.Sc., Computer Science & Game Design

2025