

NOVA MACCOURT

PROFESSIONAL SUMMARY

Engineering-minded gameplay programmer, designer-producer, and studio founder with 15+ years across game development and software engineering. Built and led a fully remote indie studio to 200+ developers in 28 countries, coordinating 22 PC/mobile projects with a 10-veteran advisory group. Hands-on in Unreal/Unity and C++/C#, rapid prototyping, performance tuning, and systems design.

I combine production rigor (Agile pipelines, onboarding, cross-discipline collaboration) with people-first leadership to ship features and align teams across time zones—open to programmer, designer, producer, or project-management roles.

WORK HISTORY

Creator & Founder, 03/23 – Present

Indie Games Startup LLC – International Remote

- Scaled a fully remote studio to 200+ across 28 countries; formalized pipelines and onboarding; coordinated 22 in-flight titles across seven core teams; recruited a 10-person advisory group; led outreach to top game investors/partners.

Lead Instructor & Founder, 07/2023 – 12/2023

Intelligence Partners Ltd, International Remote

- Built an online network teaching entrepreneurs to combine generative-AI tools to accelerate go-to-market and planning.

Senior Product Specialist, 01/2023 – 06/2023

Enlight Software, International Remote

- Drove product strategy for educational software; collaborated with engineering/design; applied Agile delivery.

Lead Programmer & Project Manager, 01/2018 – 2020

Game of Planets – International Remote

- Solo-developed a large online 4X RTS with custom tech; delivered first playable in 9 months; ran a 200+-member beta and iterated extensively.

IT Systems Engineer, 02/2020 – 07/2020

Hong Kong Polytech University, International Remote

- Led a cross-department web platform from concept through execution with a remote team.

Information Technology Administrator, 02/2005 – 01/2009

O.U.R. Ecovillage, Vancouver Island

- Overhauled IT systems; streamlined infrastructure and processes.



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SKILLS

- Advanced Programming (C++ / +12)
- Game Engines (Unreal, Unity)
- AI Development for Games
- 3D Graphics Programming
- Physics Programming for Games
- Performance Optimization
- Game Mechanics Design
- Level and Environment Design
- User Interface (UI) and User Experience (UX) Design
- Rapid Game Prototyping
- Cross-Platform Development
- Virtual and Augmented Reality Development
- Agile Methodologies and Scrum
- Project Management and Execution
- Team Leadership and Mentoring
- Creative Problem Solving
- Effective Communication
- Strategic Planning
- Data-Driven Game Design
- Game Design and Planning
- Real-Time Multiplayer Game Development

EDUCATION

Media Design School, Auckland
Bachelor's in Software Engineering:
Game Programming
2021-2024

Vancouver Island University
Diploma in Internet Production
2009-2010