



Nick Garcia

Lead Game Faculty, Harbor College

Nicholas Garcia is the Lead Faculty of the Los Angeles Harbor College Game Art and Design Certificate Program. He has over 14 years of industry experience working on a wide range of games spanning from AAA titles on consoles to indie arcade games on Steam. Nick has taken on various responsibilities such as Technical Art and Unreal Specialist. However, his main focus is centered on Game/Level Design.

**SATURDAY
MAY 4**

1:00 PM



PROFESSIONAL TRACK

Game Development Curriculum Design & Process