Hello I'm
Nicole Hamilton (Stormi Dragon)

126 April Dr.
Mulvane, Ks 67110
(316) 719-9686
StormiDragon090@gmail.com

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Skills

Technical Proficiency:

Languages & Frameworks: Advanced proficiency in C# (with direct application in game development and .NET MAUI applications), Java, C++, HTML, and CSS; expert use of .NET, .NET MAUI, Unity, Swing, WPF, and WinForms for comprehensive development across platforms and mediums.

Development Tools: Skilled in utilizing Visual Studio, Rider (IDEs), Git, GitKraken (version control), demonstrating mastery in software and game development environments.

Project Execution:

Methodologies: Proficient in Agile, Scrum, and Waterfall methodologies, applying flexible and structured approaches as needed to drive projects to completion while maintaining high-quality standards.

System Design & Programming: Experience in both system design and programming, notably in Unity assets like TBS (2D Turn-Based Battle System) and Pixel Engine For Unity, indicating a strong balance of creative design and technical implementation skills.

Leadership & Innovation:

Leadership Skills: Proven ability to lead diverse teams with a focus on clear communication, collaboration, and ensuring project success, fostering a positive and productive work environment.

Innovative Thinking: A commitment to innovation and problem-solving, with a track record of identifying and implementing technological and methodological advancements to enhance project outcomes and user engagement.

Experience

May 18, 2018 to present

Dragon Lens Studios, Portland, OR – *Creative Director*

As the Lead Creative Director at Dragon Lens Studios, I have spearheaded the development of both engaging 2D and 3D games, such as "Lost Dreams," "Luminous," "Oceans Call," and "We're Live," and innovative .NET MAUI applications like "Puppy Tasks" and "Cat Nap Sleep Journal." My role required exemplary project management, fostering a culture of clear communication, organizational excellence, and collaborative leadership. This diverse portfolio showcases not only my ability to create captivating games but also my skill in developing cross-platform applications, reflecting a broad technical proficiency and a keen eye for user engagement.

Operating in an agile environment, I've effectively applied project management techniques to ensure flexibility and maintain high-quality standards across all projects. My work with Unity assets, including the "TBS" (2D Turn-Based Battle System) and "Pixel Engine For Unity," further demonstrates my technical versatility, involving both system design and programming. My tenure at Dragon Lens Studios highlights my commitment to innovation, leadership in software development, and a proactive approach to overcoming challenges in the fast-evolving tech landscape.

You can find examples of my work here: My Itch.io

Education

May 2023 to present

Butler County Community College, El Dorado, KS – *Software Development*

Pursuing an Associate's degree in Software Development, I have consistently demonstrated academic excellence, earning a place on the President's Honor Roll and membership in the Phi Theta Kappa Honor Society. These achievements reflect my dedication to my studies and commitment to maintaining high standards of academic performance.

My coursework has provided me with a comprehensive foundation in software development, covering essential topics such as project management, CompTIA Network+, Java, HTML, CSS, C++, C#, SQL, Python, AWS, CompTIA Security+, database design and management, and artificial intelligence programming. This rigorous academic program has not only equipped me with a broad range of technical skills but has also taught me the importance of pacing and staying committed to my goals, preparing me for the challenges and opportunities of the software development industry.