# DAVID NICHOL - GAMEPLAY PROGRAMMER

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Passionate game programmer with strong collaboration skills that is eager to interface with a diverse team to create great games.

#### **♦** EDUCATION

#### **■** SKILLS

**BA**, Game Programming **Columbia College Chicago** AUGUST 2018 - MAY 2022

C# | C++ | Unity | Source Control with Git Unreal - C++ and Blueprint | Team Collaboration Java | Math/Physics | Al | HTML, CSS, Javascript

#### NOTABLE PROJECTS

# 🐠 🚱 Project Nova - 2022 (Team)

Weapon system, lightweight interaction system, state system, large focus on SOC

## Ultra Fall - 2021 (Solo)

2D rigidbody movement system, Al, procedural generation, UI, powerup system

### Representation (Team)

- Integration of a custom spline editor for simulated flight path
- Smooth movement along a path with custom ease in-ease out algorithm
- General optimization for VR, tech lead

### **ECS Fractals** - 2020 (Solo)

- 3D Fractal Generation with Unity's early access ECS Framework
- Multithreading with Unity's Jobs Framework

#### SOFTWARE EXPERIENCE

#### Intern Game Programmer — Dark Catt Studios, Saint Charles IL JANUARY 2019 - MAY 2019

Blueprint and C++ in Unreal Engine, QA and testing of VR applications, Insight from tenured developers on industry hardware and software standards, as well as mentorship from senior programmers on best C++ practices.

# **◆** OTHER EXPERIENCE

**Computer Technician** — UR1Stop, Schaumburg IL JULY 2021 - PRESENT

In-depth testing and repair of laptops, desktops and consoles.

Farm Hand — Jim's Pumpkin Farm, Elgin IL AUG 2020 - OCT 2020

Picking, loading and selling pumpkins.

**Bike Delivery Driver** — Jimmy John's, Chicago IL OCT 2019 - MAY 2020

Make and deliver sandwiches with speed, teamwork and accountability.

**Busser, Foodrunner, Prep Chef** — Patten House, Geneva IL NOV 2016 - AUG 2018

Clean tables and kitchen, assist waiters, deliver food to tables, cut and prep meat and vegetables.

