DAVID NICHOL - GAMEPLAY PROGRAMMER

davidnichol.me

davidjnichol87@gmail.com

(331) 262 8440





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

BA, Game Programming

Columbia College Chicago

AUGUST 2018 - MAY 2022

Most Familiar Familiar Least Familiar

C# | C++ | Unity | Source Control with Git

Unreal - Blueprint and C++ | Collaborative Coding

Java | Math/Physics | Al | HTML, CSS, Javascript

NOTABLE PROJECTS



- 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.

Paper Flight - 2022 (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 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.



