

DAVID NICHOL - GAMEPLAY PROGRAMMER

<https://www.davidnichol.me>

davidnichol87@gmail.com

(331) 262 8440



EDUCATION

BA, Game Programming

Columbia College Chicago

AUGUST 2018 - MAY 2022

3.6 GPA



SKILLS

Most Familiar Familiar Least Familiar

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

Unreal - Blueprint and C++ | Teamwork

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



NOTABLE PROJECTS



Project Nova - 2022 (Team)

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



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



Ultra Fall - 2021 (Solo)

- 2D rigidbody movement system, AI, procedural generation, UI, powerup system.



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.

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