

Ethan Thomas Nichols

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OBJECTIVE To obtain a cooperative education position in the development and testing of computing systems and software products. Available from May 2018 - December 2018.

CODING SKILLS **Languages:** C#, Lua (3 years), Javascript, HTML5 / Css3, C++/C (Learning)
Frameworks / Engines: Unity, Monogame, Love 2D, Processing 3, HTML Canvas
Tools: Visual Studio, Git / Github, Blender, Photoshop

OTHER SKILLS Proficient at public speaking (Presented at the College Broadcasting International Conference in 2015).
Team leader, Organizing a group to complete a project in a time frame.
Providing constructive criticism and feedback on projects.

EDUCATION **Rochester Institute of Technology** Rochester, New York
BS Game Design and Development (3.69 / 4.00 GPA) Expected Graduation: 2020

- Dean's List (Fall 2016 - Current).
- Member of Computer Science House, an organization for developing social skills, programming skills, and pushing each other to our limits.

EXPERIENCE **Post Office (RIT student worker)** Rochester, New York
General help and assistance September 2017 - Current

- Assisting clients with questions and other minor tasks.
- Moving packages, sorting and organizing the different types of mail.

KSU (International Liquid Crystal Conference) Kent, Ohio
General help and assistance August 2016

- Assisted attendees with questions and other minor tasks.
- Helped set up and assist presenters and fixing broken computers, projectors, and microphones.

88.9 FM WSTB Streetsboro, Ohio
Program Director / Webmaster Jan 2014 - June 2016

- As Program Director: Advised 30 DJs about how they sound on air and graded them.
- As Webmaster: Updated the station's website with content, and kept website up.

PROJECTS **Game Jams / Hackathons** August 2016 - Current

- Ludum Dares [Solo] (48 Hours): 36, 37, 38, 39
- Global Game Jam 2017 [Team] (48 hours)
- IGM Imagine Cup [Solo] (24 Hours)
- CSH Fall Game Jam 2016 [Team] (24 Hours) Won the judge's pick award.
- Every single game jam has a different game genre that I have never worked with or created a game for.

Monogame Content Pipeline Bypass (Solo) March 2017
<https://github.com/EthanNichols/Pipeline-Image-Bypass>

- Using Monogame and C#.
- Learned how Monogame's content loader operates, to increase work flow by reducing the time and steps it took to load content into projects.

Game Design and Programming games (Team) January 2017 - April 2017

- Group lead for both of the teams for creating a game
- Using Monogame and C#.
- Programmed the core mechanics for both groups. helped organize meetings and assisted with the direction the game was going, staying within our scope and to finish on time.

INTERESTS Playing soccer and ultimate frisbee scrimmages.
Radio broadcasting and being a personality on air.
Low level programming and optimization of code.

