Ethan Thomas Nichols

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OBJECTIVE

Obtaining a coop, developing software on a team and meeting others . While increasing the amount of knowledge in lower level languages C++ and C.

CODING SKILLS

Languages	Frameworks / Engines	Other Tools
C#	Unity	Visual Studios
Lua	Monogame	Git / Github
Javascript	Love 2D	Blender
HTML5 / CSS3	Processing 3	Photoshop
C++ (Learning)	HTML Canvas	

EDUCATION

Rochester Institute of Technology   Rochester, New York

BS Game Design and Development (3.69 GPA)   Expected Graduation: 2020

Also apart of Computer Science House to increase my knowledge and be apart of a great community.
Dean's List (Fall 2016 - Current)

EXPERIENCE

Post Office (RIT student worker)   Rochester, New York

General help and assistance   September 2016 - Current

General work and tasks; Moving packages, sorting mail, organizing mail, and interacting and helping people with questions and getting mail.

KSU (International Liquid Crystal Conference)   Kent, Ohio

General help and assistance   August 2016

General work and tasks; Answering questions for attendees, setting up and assisting speakers, 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 website with content, and made sure that the website was up.

OTHER SKILLS

Proficient at public speaking (Presented at a College Broadcasting International Conference in 2015).
DJ for 88.9 The Alternation having an average of 7,000 listeners per week.

PROJECTS

Procedural Generation

https://github.com/EthanNichols/ProcGenTesting   August 2017 - Current

Procedural generation is one of my hobbies, creating, experimenting, and writing algorithms. This Unity project is currently in progress to become a speedrunning game based around the current mechanics.

Full Browser Youtube Video

https://github.com/EthanNichols/Full-Browser-Youtube-Videos   March 2017

Google Chrome Extension that changes the size of YouTube videos to take up the entire size of the browser just like Twitch. Created with javascript, HTML, and CSS.

Monogame Content Pipeline Bypass

https://github.com/EthanNichols/Pipeline-Image-Bypasss   March 2016

Library for Monogame for images to bypass the content loader and be directly accessed from a folder. Created for map generation by reading pixel data from the image and converting it to tiles.