Ethan Thomas Nichols

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OBJECTIVE

I want to continue on developing software in a team or by myself. Increasing the amount of knowledge that I have in lower level languages, like C++ then eventually C and Machine, while meeting others.

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

I am currently studying Game Design and Development, developing games and software with others. Also apart of Computer Science House to increase my knowledge and be apart of a great community.

EXPERIENCE

Post Office (RIT student worker)   Rochester, New York

General help and assistance   September 2016 - Current

I perform some general tasks, like moving packages, sorting mail, and putting mail into people's mailboxes. I also answer people's questions and give them larger packages that wouldn't fit in a mailbox.

KSU (International Liquid Crystal Conference)   Kent, Ohio

General help and assistance   August 2016

I worked with people attending the conference from all over the world with their problems. Also, I worked in presentation rooms making sure the projectors and microphones worked for the presentator and made sure that the presentation schedule stayed on track.

88.9 FM WSTB   Streetsboro, Ohio

Program Director / Webmaster   Jan 2014 - June 2016

While I was the Program Director I advised 30 Djs about their performance on the radio station. Informing them of what they did that sounded good, and what could sound better.

OTHER SKILLS

Proficient at public speaking (Presented at a College Broadcasting International Conference in 2015). I have also been a 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 the hobbies that I enjoy testing and working with when I program. This Unity project works with procedural generation, and will eventually be a speedrunning game. Right now it's a prototype, and experimenting with procedural generation.

Full Browser Youtube Video

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

I made a Google Chrome extension that allows YouTube videos to take up the entire size of the browser just like Twitch. Planning on future development to improve and make the feature more viable

References available upon request