

# 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.  
Use to giving constructive criticism.

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**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 2016 - 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

- Assisting attendees with questions and other minor tasks.
- 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.

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

- Ludum Dares [Solo] (48 Hours): 36, 37, 38, 39
- IGM Imagine Cup [Solo] (24 Hours)
- CSH Fall Game Jam [Team] (24 Hours) Won judges pick for the game
- 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)**  
<https://github.com/EthanNichols/Pipeline-Image-Bypass> March 2017

- 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.