Ethan Thomas Nichols

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OBJECTIVE	I want to produce games that I will enjoy playing, as well as other people will enjoy. As well as working with a group, or with people who enjoy games and can help me create better products.

CODING SKILLS

Languages	Frameworks	Tools
Lua (5 yrs.)	Love 2d	Sublime 3
HTML	Processing 3	Git
CSS		

EDUCATION

Rochester Institute of Technology   Rochester, New York

BS New Media Interactive Development   Expected Graduation: 2020

Currently studying New Media Interactive Development, and hoping to transfer into Game Design and Development for the Spring Semester, or for my second year at RIT

EXPERIENCE

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.

As the Webmaster I made sure that the website was up and running 24/7, and improved the interface as well as how we got information to people who came to the website.

KSU (Liquid Crystal International 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.

Streetsboro City Schools   Streetsboro , Ohio

Student Custodial Help   May 2013 - August 2016

Worked with the full time custodians over three summers I was in highschool, cleaning, moving, and improving the overall look of the school for the next school year.

OTHER SKILLS

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

PROJECTS

StarMind in Turmoil

github.com/EthanNichols/StarMind_in_Turmoil   September 2016 - Present

StarMind in Turmoil is a real time strategy game that revolves around a unique mechanic. In the game you create units, and the only difference in those units is the upgrades and buffs you build around the unit creator. Your goal is to destroy other players while trying to prevent them from destroying you.

The Ancient Puzzle (Ludum Dare 36 Submission)

5cents.itch.io/the-ancient-puzzle   August 2016 - Present

Ludum Dare 36's theme was Ancient Technology, so I decided to make a puzzle game to reveal an ancient technology that has been hidden away. After solving five puzzles on a hieroglyphic wall, a door is opened, and what is inside will surprise anyone who can solve the puzzles.

References are available upon request.