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. Working with people to create games of our best capabilities.

CODING SKILLS

LanguagesFrameworksToolsLua (5 yrs.)Love 2dSublime 3HTMLProcessing 3GitHubCSS

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

Evolutionary Dice Wars (RIT Imagine Cup 2016)

github.com/EthanNichols/IGMimagineCup

November 2016

Evolutionary Dice Wars was developed in under 36 hours by myself for the RIT Imagine Cup. It's a strategy game that revolves around using dice to take conquer land and defeat other players. Two game modes, different sized maps, and local multiplayer give the game replayability.

The Ancient Puzzle (Ludum Dare 36 Submission)

5cents.itch.io/the-ancient-puzzle

August 2016

Ludum Dare 36's theme was Ancient Technology, which lead to the idea of 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 revealing the ancient technology that has been hidden away.

References are available upon request.