Ethan Thomas Nichols

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OBJECTIVE

I want to make games with others to make games that people will like to play. A bigger and harder goal is to form a community around my creations or around one of the games I've worked on.

CODING SKILLS

Languages	Frameworks	Tools
C#	Monogame	Visual Studios
Lua	Love 2D	Git
Java	Processing 3	Sublime 3

EDUCATION

Rochester Institute of Technology   Rochester, New York

BS Game Design and Development   Expected Graduation: 2020

I am currently studying Game Design and Development, working with others to make games and improving my programming ability for developing games by myself and with groups.

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 while improved the interface put updated information and content on 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 have also been a DJ for 88.9 The Alternation having an average of 7,000 listeners per week.

PROJECTS

Mythological Monster Match

github.com/EthanNichols/TileDungeonCrawler   February-Current

Mythological Monster Match is a match three game where the player goes through a dungeon defeating enemies by matching tiles together. This is a project I am working on with a group. I am the lead programmer and the group leader who is directing the team towards a finished game.

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 conquer land and defeat other players. Two game modes, different sized maps, and local multiplayer give the game replayability.

References are available upon request.