





Nicholas Wihtol (Nilsine)

Creative Coding Artist

CONTACT

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EDUCATION

Creative Coding Associate Degree
Portland Community College
June 2025

General Skills Associate Degree
Portland Community College
March 2024

EXPERIENCE

Lab Technician Portland Community
College 2024

Room Service Associate Oregon
Health Science University 2016-2019

Customer Service Associate Elwood
Staffing 2015-2016

Game and Tech Demo Golem
Arcana, 2015-2016

Assistant Manager Cinemark 2003-
2005

PROFILE

Creative Coding and Immersive Fiction professional with experience in website development, Unity game development, and a variety of coding languages and digital design programs, and using microcontrollers for rapid prototyping and interactive art pieces.

SKILLS

Programming Languages (C, C++, Java, Javascript, Python)
Max MSP
Touch Designer
Game Design Software (Unity, GameMaker, Ren'Py)
Script Writing
Technical Writing
Rapid Prototyping with Microcontrollers
3d Printing
Administrative Software (Microsoft Office, Open Office, Google Docs)
Github
Arduino
Interface Controllers

Projects

- The Secret Thing, Exhibition at Paragon Art Gallery 6/2024
<https://p5c2024.netlify.app/>
- Immersive Starfield <https://fellstrike.github.io/Final-Project/>
- Morphs in the Swamp Actual Play (Blades in the Dark RPG live stream)