

NICKOLAS SIMONS

918-797-7750 | Email: ngs5@illinois.edu | www.linkedin.com/in/nickolas-simons | github.com/IINGLSII

EDUCATION

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Science

Game Studies and Design Minor

August 2022 - Expected May 2025

GPA: 3.92/4.00

Illinois Institute of Technology

Bachelor of Science in Computer Science

August 2021 - May 2022

GPA: 4.00/4.00

Related Coursework:

Algorithms and Models of Computation

Data Structures

Systems Programming

Intro to Game Development Process

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Haskell

Frameworks/Tools: Git, UE5

Spoken Languages: English and Japanese (Functional)

WORK EXPERIENCE

Illinois Informatics Institute : The stu/dio

Programmer/Technical Designer

Champaign, IL

April 2024 – Present

- Collaborate with the design team to draft technical design docs and system loops.
- Implement gameplay and accessibility features using C++ and Unreal Engine's Blueprint.
- Optimize builds to increase performance for target hardware and platforms (Meta Quest)

University Housing

University Housing Student Worker/Coordinator

Champaign, IL

September 2022 – May 2024

- Monitor attendance, manage shift changes, and address any scheduling conflicts.
- Train and mentor new coordinators.
- Provide guidance and supervision to student workers, ensuring adherence to dining hall policies and procedures.

Technology Services

IT Consultant

Champaign, IL

May 2022 – Aug 2022

- Supported over 65,000+ clients - including students, faculty, administrators, instructors, and retirees.
- Worked with Microsoft Teams - VOIP, NCOS, and telecom platform for systemwide communication.

PROJECT HIGHLIGHTS

Card Genie Game (C++, Unreal Engine 5)

January 2024 – Present

- Implemented effects-based card combat system.
- Utilized data-driven framework to allow card assets to be generated from design spreadsheets.

Untiled Game (C++, Unreal Engine 5)

September 2022 – Present

- Developed system for replicating shared randomly generated environment partitions during runtime.
- Implemented adjustable attack tracing component.

Othello Game (Haskell)

April 2022 – May 2022

- Developed Othello game with computer-controlled opponent and variable board sizes.
- Utilized mini-max algorithm on a pruned game tree to implement computer-controlled opponent.

EXTRACURRICULAR ACTIVITIES

ACM Game Builders

Member

Urbana-Champaign, IL

August 2022 - Present