

# James Nickoli

☎ 226-268-5095 ✉ [contact@jamesnicko.li](mailto:contact@jamesnicko.li)  [linkedin.com/in/james-nickoli/](https://www.linkedin.com/in/james-nickoli/)  [jamesnicko.li](https://jamesnicko.li)  [github.com/rsninja722](https://github.com/rsninja722)

## Education

### McMaster University

Pursuing B.A.Sc. Computer Science

Sep. 2021 – Apr. 2025

### ICTC Work Integrated Learning

Service Design e-learning course

Jul. 2022

## Work Experience

### Big Viking Games *Software Developer*

May 2022 – Aug. 2022

- Increased the efficiency of internal game maintenance and moderation by updating old administrative tools and creating new ones for tedious tasks
- Improved quality of life for the thousands of daily active users by adding requested features to the in game social systems
- Strengthened player connection by discovering the cause of long standing disconnect and loading issues

London, ON

### Family Karate Centres *Karate Class Instructor*

Jan. 2017 – Aug. 2020

- As a 2<sup>nd</sup> degree black belt I worked as an instructor running workouts and teaching martial arts to both adults and children in a variety of group sizes
- Planned lessons to teach effectively and estimated timing in order to cover planned material

London, ON

## Programming Experience

### McMaster Competitive Programming Team

Oct. 2021 – Apr. 2022

- Represented McMaster in the International Collegiate Programming Contest as one of 9 members who qualified in team tryouts

### Game Jams *rsninja.itch.io and ldjam.com/users/rsninjadev/games*

Sep. 2018 – Present

- Periodically participated in making complete games within a 2-7 day time period, often while collaborating with artists, musicians, and/or other programmers

### First Robotics Competition *Team 5024 programming team member*

Sep. 2016 – Jun. 2021

- Used source control to create readable and reliable code as a team for a 120-pound robot while debugging software, firmware, and hardware within a 6 week development time frame
- Developed competition-ready robot code that helped lead us to be the #1 ranked team at the 2020 Humber College Event by working closely with build and drive team members
- Designed and implemented subsystem code that played a large role in the team receiving the Innovation in Control Award at the 2019 Ryerson University Event by using a limited set of sensors to fully achieve requested functionality

## Skills

Languages	Javascript, HTML, CSS, Python, Java, C/C++, Haskell, SQL
Frameworks/Libraries	React, Node.js, Raylib, MongoDB
Tools	Git, GitHub, Docker, Linux, Jira

## Projects

### JSFrick <https://github.com/rsninja722/JSFrick>

Sep. 2022

- An esoteric Javascript encoder that converts any Javascript code into code only using non-alphanumeric characters.
- Exploits Javascript's type coercion and arrow function expressions to create consies and aesthetic code.

### Gamej <https://github.com/rsninja722/gamej>

Mar. 2020 – Sep. 2020

- Java package for making GUI programs. It handles creating a game loop with multiple threads, using the GPU for graphics, loading assets, providing a camera system, handling mouse and keyboard input, and has custom documentation