James Nickoli

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Education

McMaster University *Sep. 2021 – Apr. 2025*
Computer Science Co-op program, pursuing B.A.Sc.

ICTC Work Integrated Learning *Jul. 2022*
Service Design e-learning course

- Used the Service Design process while working with UI/UX designers to create a healthcare app prototype

Work Experience

Big Viking Games   Java, PHP, React, JS, HTML/CSS, Docker, Firebase, SQL, MariaDB *London, ON*
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

Family Karate Centres *London, ON*
Karate Class Instructor *Jan. 2017 – Aug. 2020*

- Developed communication skills and independence while working as an instructor running workouts and teaching martial arts to both adults and children in a variety of group sizes
- Learned time management skills while planning lessons to teach effectively and fit within a tight schedule

Programming Experience

McMaster Competitive Programming Team *Oct. 2021 – Present*

- Represented McMaster in the International Collegiate Programming Contest as a member of the junior team in 2022, and placed 3rd in the 2023 tryouts, qualifying as a member of the leading team.

First Robotics Competition *Sep. 2016 – Jun. 2021*
Team 5024 programming team member

- Used Java to create readable and reliable code for a 120-pound robot while debugging software, firmware, and hardware within a 6 week development time frame
- Used GitHub, and Trello to collaborate with the programming team, and Slack to communicate with the broader team
- Designed and implemented subsystem control 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 achieve the requested functionality

Projects

Gamej   https://github.com/rsninja722/gamej   Java, Swing, AWT

- Built a Java package for making GUI programs. It handles creating a game loop with multiple threads, using the GPU for graphics, loading assets, camera systems, mouse and keyboard input, and has documentation with project templates

Cabush's Cooky Climb   https://github.com/rsninja722/CabushsKookyClimb   C++, Raylib, WebAssembly

- Created a challenging platformer game with C++ using the Raylib game library for the Ludem Dare 51 game jam
- Compiled the game to run on the web and on the desktop with WebAssembly using the Emscripten toolchain, and with gcc

Textris   https://github.com/rsninja722/Textris   JavaScript, HTML/CSS

- Made a completely text-based Tetris game with Electronika 60 graphics, and modern gameplay
- Using HTML, CSS, and Javascript, I implemented customizable controls, automatic saving for scores and preferences, and gameplay that adheres to the Tetris Guideline

Skills

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