

NICHOLAS JOSEPH CARLSON

References Available Upon Request

Email : NicholasJosephCarlson@gmail.com

Phone : 407-221-8746

Senior Unity Developer, Aquifer Motion, February 2022 - Oct 2023

Developed both internal and customer facing tools and apps that are used to enable the world's biggest brands in film, TV, gaming, and Web3 to create instant animated videos with their IP

- Supported and Maintained Aquifer Studio, a Unity application that allows a user to generate fully animated videos using only VO audio files.
- Developed and supported [Ask ABC Mouse](#), an application for kids that leverages OpenAI's GPT4 to create a branded educational experience. Available now for android and iOS!

Software Engineer, SIMETRI Inc 2020 - February 2022

Collaborated with doctors, engineers, and Hollywood special effects artists to create medical training simulations and equipment, for both the government and private sectors.

- Developed Android and iOS Unity applications that communicate with proprietary microcontroller devices using Wifi and BLE.
- Built multi-million dollar augmented reality training experiences with the Hololens 2 and Microsoft's MRTK, as part of several research programs with the US government.

Information Systems Developer, MVP Sports Clubs, 2018 - 2020

Responsible for designing, building, and maintaining all systems used to provide members of the community with a world class recreational and physical fitness experience.

- Designed a RESTful API in C# to handle all MSSQL database requests, including financial transactions and support for the company's million-user CRM system.
- Integrated Fitbit, Under Armour, and Polar APIs into MVP's customer facing application, allowing users to connect their wearables to the MVP Sports Clubs app.

Master's of Computer Science, Full Sail University, 2015 - 2018

Learned through the collaboration with fellow students and industry professionals to create and release educational and entertaining games in a real-world studio environment.

- Earned multiple perfect attendance awards for punctuality.
- Led a team of 8 in the design, development and release of educational games such as **Lore Keeper : Chapter 3**, and fun VR experiences like [Brew-Ha!](#)

Other Skills and Familiar Technology :

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| • Unity and Unreal Game Engines | • Git, SourceTree, Jira, Notion, PlasticSM |
| • C#, C++, Python, JavaScript, Node.js, CSS, HTML, XML, LINQ, SQL | • Soldering experience with MCUs including RaspberryPi, Arduino and ESP32 |