

# NICHOLAS JOSEPH CARLSON

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[Portfolio](#)

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## **EXPERIENCE:**

### **Senior Software Engineer, Speech Graphics, July 2025 - Present**

Continued the development of AI driven speech after the acquisition of Aquifer Motion. Developed and maintained Unity, Unreal, and Web platforms for [Rapport](#), paving the way for interactive learning and engagement.

### **Senior Unity Developer, Aquifer Motion, February 2022 - July 2025**

Developed and maintained Unity tools enabling major film, TV, gaming, and Web3 brands to generate instant animated videos. Supported [Aquifer Studio](#) for VO-driven animation used by IPs including **Transformers**, **Sonic the Hedgehog**, **Peppa Pig**, **Paw Patrol**, and **Care Bears**, and built Ask [ABC Mouse](#), an AI-powered educational app for children.

### **Software Engineer, SIMETRI Inc 2020 - February 2022**

Collaborated with doctors, engineers, and VFX artists to build medical training simulations for government and private clients. Developed Unity mobile apps integrating with custom hardware via Wi-Fi and BLE, and built [multi-million-dollar AR training experiences](#) using HoloLens 2 and Microsoft MRTK.

### **Information Systems Developer, MVP Sports Clubs, 2018 - 2020**

Designed and implemented core systems to enhance MVP Sports Clubs' fitness experience. Built a C# RESTful API to automate secure financial transactions and integrated **Fitbit** and **Under Armour** wearables to improve member engagement.

## **EDUCATION:**

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

Recognized for reliability and punctuality with multiple perfect attendance awards. Led a team of 8 on projects such as **Lore Keeper: Chapter 3**, [Data Thief](#), and [Brew-Ha!](#), contributing to both design and development in Unity using C#.

## **SKILLS:**

- Unity and Unreal Game Engines
- Git, SourceTree, Jira, Notion, PlasticSM
- C#, C++, Python, JavaScript, Node.js, CSS, HTML, XML, LINQ, SQL and more!
- Soldering and electronics hardware assembly, including microcontroller-based systems.