

NICHOLAS JOSEPH CARLSON

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[Portfolio](#)

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EXPERIENCE:

Senior Unity Developer, Aquifer Motion, February 2022 - Present

Develop 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

- Supports and maintains [Aquifer Studio](#), a Unity-based application that generates fully animated videos using VO audio files, utilized by major IPs such as *Transformers*, *Sonic the Hedgehog*, *Peppa Pig*, *Paw Patrol*, and more.
- Developed and supported [Ask ABC Mouse](#), an application for kids that leverages OpenAI's GPT4 to create a branded educational experience.

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 to 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

Designed and implemented key systems to enhance the recreational and fitness experience for MVP Sports Clubs members.

- Developed a RESTful API in C# to automate financial transactions and improve security.
- Integrated support for Fitbit and Under Armour wearable devices within the club app, improving member engagement and operational capabilities.

EDUCATION:

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

Collaborated with peers and industry professionals to design, develop, and release educational games and VR experiences in a real-world studio setting.

- 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.