

# Nick Perrin

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## Skills

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- **Languages:** C#, C++, C, Python, Java, JavaScript (with HTML & CSS)
- **Tools:** Unity, Unreal, Git/GitHub, Photoshop, Premiere, DAW & DAW tools
- **Focus:** Game development, gameplay programming, usability, UX evaluation, music

## Education

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**Bachelor of Science (Hons.) - Computer Science**

*Toronto, Ontario*

University of Toronto

**Bachelor of Arts - Music**

*Kingston, Ontario*

Queen's University

## Projects

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See full portfolio with videos and images at [nptp.github.io/portfolio.html](https://nptp.github.io/portfolio.html)

### Inheritors

*Unity / C#*

Solo game project about endangered tribes in the Brazilian Amazon, submitted for **Games for Change 2021**.

Built in Unity with persistent terrain manipulation, memory-efficient recording of player movements and actions, and use of C# serialization and serialization surrogates.

Source code: [github.com/NPTP/InheritorsDev](https://github.com/NPTP/InheritorsDev)

### Get Home

*Unity / C#*

A gravity-defying puzzle game made with a team.

Built in Unity, I was responsible for central mechanics (gravity flips, cameras, effects), most UI and UX, delivering builds (alpha, beta, gold), and team organization (meetings, deadlines, planning).

Play at: [red-cassette.itch.io/get-home](https://red-cassette.itch.io/get-home)

### Loony Lab

*Unity / C#*

Research game built with a partner for a study on pedagogical effectiveness of design changes in educational games, using real Ontario high school STEM curriculum.

Built in Unity, I was responsible for the main game design, central mechanics, animation, music and sound.

Download for: [Windows](#) [Mac](#)

### RayITime

*C++, Eigen, SDL2*

CPU-based ray tracer running in real time.

Create your own levels in text files and walk around them. Visualize the bounding box hierarchies used to optimize the ray tracing. Employs other optimizations (Phong exponentiation optimization based on research paper, etc).

Source code: [github.com/NPTP/RayITime](https://github.com/NPTP/RayITime)

## Work

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### GoodLife Fitness

*Toronto*

Sales / Service / Key Holder

*2014 - 2020*

- Sell memberships & training packages
- Open and close club, and supervise entire club alone at non-peak hours