

Nicolas Williams

Skills

Languages

C, C++
C#
Shell scripting
Node-based visual scripting

Software

Git
Trello, HacknPlan
Microsoft Word, Powerpoint, Excel
Blender

Engines

Unity
Unreal (2 months)

Projects

Game: Miner Mayhem

October 2018 - Present

- Lead project planning by analyzing progress reports, organizing playtest sessions, and communicating with team members
- Utilizing the agile project management tool HacknPlan to iterate and adapt to changes in development expectations
- Entered title in course showcase and plan to continue development for a spring 2019 release

Game: Dante's Descent

Fall 2018

- Worked with a multidisciplinary team consisting of an artist, audio engineer, and another programmer at a local game jam to create the title in under 48 hours
- Acquired experience creating a minimum viable product for the title to assess the viability of the core design and mechanics

Experience

Student Instructor for EECS 494 - Video Game Development

January 2019 - Present

University of Michigan

- Provide guidance and feedback on student games through playtesting sessions, office hours, and graded submissions
- Give lectures covering game design concepts and the use of C# and the Unity game engine for game development
- Responsible for outreach to student organizations and faculty to enrich the game development program at the University

Software Lead

January 2017 - May 2017

Michigan Engineering: Electronics for Atmospheric and Space Measurements

- Worked with a multidisciplinary team to construct an Arduino controlled payload to record atmospheric measurements
- Debugged hardware issues through sensor unit testing and payload regression testing

Debate Captain

August 2014 - September 2017

Hendrickson High School

- Ranked within the top 32 policy debaters in the country
- Directed a team of debaters to research and form arguments surrounding governmental policies
- Organized practice sessions to improve and develop communication and critical thinking skills

Education

Bachelor of Science in Engineering in Computer Science

May 2020

University of Michigan - Ann Arbor, MI

Extracurricular Activities

- Member of the International Game Developers Association Ann Arbor chapter
- Member of the game development student organization WolverineSoft