Nicolas Williams

|  |
| --- |
| Skills |

|  |  |  |
| --- | --- | --- |
| **Languages** | **Software** | **Engines** |
| C, C++ | Git | Unity |
| C# | Trello, HacknPlan | Unreal (2 months) |
| Shell scripting | Microsoft Word, Powerpoint, Excel |  |
| Node-based visual scripting | Blender |  |

|  |
| --- |
| **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 |