

Nicholas Tee

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Education

University of California Santa Cruz | Computer Science, Bachelor of Science (B.S.) and Mathematics, Bachelor of Arts (B.A.) Expected graduation: June 2022

Relevant Coursework

- CSE 160: Introduction to Computer Graphics
- CSE 142: Introduction to Machine Learning

Relevant Experience

Baskin School of Engineering - Computer Science Group Tutor and Grader Fall 2020 - Present

- Grade homework for the algorithm analysis class and communicated with the professor to resolve any major issues students were having with the course material
- Mentor over 100 students in an assembly language with course material and programming assignments
- Scheduled office hours twice a week to assist students by testing and debugging their assembly code
- Created example solutions to the programming assignments with python and C/c++ to use as an explanation tool

Ludum Dare 47 - Participant, Developer - Bullet Loop Fall 2020

- Participated in the Ludum Dare game jam with a team of 4 to develop and write a game in 48 hours
- Utilized processing 5 (p5.js) library by using javascript and HTML to build the entire project
- Launched the final build onto itch.io with 7 unique levels

Global Game Jam 2020 - Participant, Developer - Out on a Limb Winter 2020

- Collaborated with a team of 4 to design and develop a platformer game in 48 hours under the theme of “repair” by using the love2D game engine and lua
- Developed a map editor where certain game objects correlated to a specific color of each pixel of an image file
- Created and implemented art, animations, and sound effects into the final build of the game

Projects

Crowned Ultimate Wizard | Game AI Project (lua, Love2D) Summer 2020

- Worked with a team to develop a wizard tournament game with randomly generated AI for a final class project
- Behaviour trees were created from scratch by strategically selecting pre-built behavior nodes that the AI can utilize
- The final build of the project could generate 16 different AIs with unique combinations of nodes

2048 Clone (lua, Love2D) Summer 2020

- Clone of the classic mobile game 2048 with simple UI and full animations
- Used a 2D array for the base logic of the game and created a separate system to animate the boxes correctly
- Utilized lua tables to create a box object which held all necessary data, and to correctly store the destination coordinates of all the boxes

Skills:

Programming Languages: Proficient in Python, Java, C, C++, C#, lua, HTML, CSS, JavaScript

Operating Systems: Windows 10, Mac OSX

Technologies: WebGL Git, Unity 3D and Love2D game engines, LaTeX, P5.js, WebGL, Three.js, Unix