**Nicholas** Lee

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**TECHINCAL SKILLS**

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| --- | --- | --- |
| * **A close up of a sign    Description automatically generated**[Professional Scrum Master 1 (PSM 1)](https://www.scrum.org/certificates/506389) * Python * C++ * C# * HTML | * Java * Unity 2D/3D Engine * Unreal Engine * Plastic SCM * SQL * Microsoft SMSS | * GitHub Source Control * Kanban (Trello/HackNPlan) * Adobe Photoshop * Adobe Premiere * Microsoft Visual Studio * Microsoft Playfab |

**EDUCATION**

### **Becker college**, Worcester, ma May 2020

### *Bachelor of Arts - Interactive media design; concentration in programming*

## ***Minors in Mathematics and Computer Science***

## ***Magna Cum Laude***

## awards & recognition: GPA 3.8/4.0

* Member of Alpha Lambda Delta honor society (2016-2017)
* Dean’s List (Fall 2016, Spring 2017, Fall 2017, Spring 2018, Fall 2018, Spring 2019)
* 3rd in the World by Princeton Review for Game Development and Design
* Recipient of John Hancock academic scholarship

relevant coursework: **Machine Learning, Networking, Artificial Intelligence, Algorithms, Linear Algebra**

**EXPERIENCE**

### Database/Game Systems Programmer, ASA Project January 2020 – August 2020

* Created minigame creation tools for designers to easily customize and place different minigames throughout their levels
* Also worked with Microsoft Playfab in order to track players progress and analyze data that might be important

### Game Systems Programmer Intern, Journey to blackwood May 2019 – August 2019

* Completed weekly tasks given to me by project lead
* Worked on UI Programming to make all the UI elements work and scale properly with different resolution sizes
* Created game saves so players can continue from where they left off

### Customer Service, Main Course Market September 2015 – pRESENT

* Optimizing customer experience by assisting efficiently to deliver an exceptional service
* Train and mentor new employees and oversee proper customer

**PROJECTS**

### Game Systems Programmer, Beat the machine September 2019 – July 2020

* Working on Gameplay aspects of student led Beat the Machine Project
* Integrating controller and keyboard and mouse support
* Created in depth Skill Tree system with a total of 39 unique passive and active skills
* Currently a Work in Progress

### Gameplay/network programmer, Legends and warfare September 2017 – May 2019

* Programmed gameplay for networked MOBA developed by students at Becker college
* Programmed general networking code for player characters abilities
* Reported updates during bi-weekly sprint meetings
* Quality control and bug tested

## Lead programmer, Legends and warfare **SEPTEMBER 2018 – DEcember 2018**

* Organized the team into specific tasks
* Made sure everyone met their assigned deadlines
* Worked on own tasks and integrating other’s changes
* Reported “grades” and evaluations to the director of the project