Nicholas Lee

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**TECHNICAL SKILLS**

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| * Professional Scrum Master 1 (PSM 1) * 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**

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| **Becker College**, Worcester, Ma  Bachelor Of Arts - Interactive Media Design; Concentration In Programming Minors In Mathematics And Computer Science  Magna Cum Laude | May 2020  GPA 3.8 |

Relevant Coursework: Machine Learning, Networking, Artificial Intelligence, Algorithms, Linear Algebra

Awards & Recognition:

* Member of Alpha Lambda Delta Honor Society (2016-2017)
* Dean’s List (2016 - 2019)
* Recipient of John Hancock Academic Scholarship

**EXPERIENCE**

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| **Database/Game Systems Programmer**, ASA Project   * Created minigame creation tools for designers to easily customize and place different minigames throughout their levels * Developed competency with Microsoft Playfab to track players’ progress and analyze relevant data   **Game Systems Programmer Intern**, Journey to Blackwood   * Completed weekly tasks given to me by project lead * Contributed to UI Programming to make all the UI elements work and scale properly with different resolution sizes * Created crucial game saves to enable players to continue from where they left off | Jan 2020 - Aug 2020  May 2019 - Aug 2019 |

**PROJECTS**

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| **Game Systems Programmer**, Beat the Machine   * Worked on Gameplay aspects * Integrating controller and keyboard and mouse support * Created in depth Skill Tree system with a total of 39 unique passive and active skills   **Gameplay/Network Programmer**, Legends and Warfare   * Programmed gameplay for networked MOBA developed by students at Becker * 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   * Organized the team into specific tasks * Ensured all team members met their assigned deadlines * Worked on own tasks and integrating other’s changes | Sept 2019 - July 2020  Sept 2017 - May 2019  Sept 2018 - Dec 2018 |