

NICHOLAS MARTIN

SOFTWARE ENGINEER

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TECHNICAL SKILLS

Languages: C/C++, C#, Object Oriented Programming, MySQL, .NET Development

Software: Unity, SolidWorks, Microsoft Visual Studio, Trello, GitHub

Hardware: HoloLens 2, HP Reverb, Oculus Quest

EXPERIENCE

Software Developer | Positive Cause March 2021 – Current

- Created assistive technology to explore and create solutions to problems faced by individuals who struggle with daily tasks and general accessibility.
- Used Arduino programming (C++) to create a controller that works with the Xbox adaptive controller for quadriplegics
- Utilized GitHub source control to share each milestone delivery with my team, pushing changes to my repository

Virtual & Augmented Reality Developer | Advent Health University January 2021 – Current

- Using Unity's virtual and augmented reality support to make a portable X-ray machine for training at Advent Health University
- Deployed apps to the HoloLens 2, HP Reverb, and Oculus Quest
- Used the Vuforia engine for fiducial image recognition
- Used Photon networking so the instructor and the students can join the same lobby
- Communicated with the client about what they need for training with the headsets
- Utilized Unity collaborate to share the project with my team

SolidWorks & Unity Developer | Stewart Platform August 2020 – October 2020

- 3D printed a Stewart platform that I designed in Solidworks
- Used Eagle to design and print a circuit board for the Stewart Platform
- Utilized Unity to make software that controlled the Stewart Platform

Unity Developer | Project Spooky House May 2019 – July 2019

- Created a game in Unity with other students using C#
- Used Trello to assign and manage tasks
- Utilized GitHub source control to share each milestone delivery with my team, pushing changes to my repository

EDUCATION

Full Sail University - Bachelor of Science in Simulation and Visualization

Winter Park, FL | June 2021