

NICHOLAS KNIGHT

Software Engineer / Game Developer

CONTACT

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EDUCATION

UNIVERSITY OF SOUTH CAROLINA

- Bachelor of Science in Computer Science
- Magna Cum Laude

CERTIFICATIONS

- Unity Certified User: Programmer

SKILLS

- Frontend Frameworks:
 - React
 - AngularJS
 - NextJS
 - VueJS
- Languages:
 - JavaScript
 - HTML
 - CSS
 - C#
 - Python
- Database:
 - MySQL
 - Postgres
- Unity
- Docker
- AWS
- REST API

SOFTWARE ENGINEERING

Integer Technologies

Senior Software Engineer
Software Engineer

January 2025 - Present
March 2023 - December 2024

- Develop user-facing HMI for Naval Power and Energy Systems research using AngularJS.
- Create a NodeJS REST API and WebSocket service for data transfer with real-time updates to the HMI.
- Create an interactable 3D electrical system diagram using Unity and embed it in the Human Machine Interface.

Krumware LLC

Software Engineer

May 2020 - March 2023

- Deploy and maintain services utilizing AWS and Kubernetes/Docker infrastructure.
- Develop bespoke frontend UI using React, VueJS, and NextJS frameworks paired with custom JavaScript and Python REST API backends.
- Integrate Postgres and MySQL database communications from REST API.
- Adopt legacy PHP and jQuery codebase. Patch and maintain legacy code while migrating to modern JavaScript framework and containerized infrastructure.

GAME DEVELOPMENT

GeoNova Gaming

- Collaborate with a small team of engineers and artists to build a large comedic-action game in Unreal Engine.
- Work together to develop a hyper casual mobile game with a spaceship moving through space leveling up by going through math gates.
- Integrate advertisement service and resolve critical build issues preventing deployment on the Android platform.

Project Survival

- Create an open world, story, survival game. Early in development, work in progress.

Otter Onslaught

- Create roguelike, shoot 'em up, arcade style game. Survive endless waves of increasing and random enemies with random power ups each wave.

Graveyard Shift

- Create walking simulator horror game where you play as a groundskeeper at a graveyard on Halloween night.

Otter Adventures

- Create Pokémon styled game with an otter as the main character. Fight against other river animals. Level up to increase stats and learn new attacks.

Dodge Car

- Create first Unity game with a car moving forward on a platform dodging obstacles with 10 hand build levels increasing in difficulty.