

NICHOLAS KNIGHT

Software Engineer / Game Developer

CONTACT

- ☎ (803) 577-9188
- ✉ nrknight909@gmail.com
- 📍 Columbia, SC
- 🌐 <https://nickkick909.github.io>

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

PROFILE

Innovative Software Engineer with 4 years of full-stack development experience, passionate about tackling new challenges and delivering impactful solutions. Proven expertise in building and optimizing applications from the ground up, with a comprehensive understanding of both frontend and backend technologies. Eager to leverage my extensive software engineering background to transition into the game development industry, where I can contribute to creating immersive and engaging experiences.

SOFTWARE ENGINEERING

Integer Technologies

MARCH 2023 - PRESENT

Software Engineer

- Develop user-facing HMI for Naval Power and Energy Systems project 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 on the HMI.

Krumware LLC

May 2020 - March 2023

Software Engineer

- Create custom web applications tailored to client's needs taking projects from concept to deployed software solutions.
- 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 GoLang 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

Otter Adventures

- Current work in progress.
- 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.

GeoNova Gaming

- Collaborate with a small team of engineers and artists to develop a hyper casual mobile game with a spaceship moving through math gates to build up a fleet of ships before the boss fight.
- Integrate advertisement service and resolve critical build issues preventing deployment on the Android platform.
- Test functionality and quality of game deployed on physical device.

Dodge Car

- Create simple first Unity game with a car moving forward on a platform dodging objects.
- Design 10 hand build levels with increasing difficulty and a variety of objects.