

Nicolas Browning

Game Developer

My Contact

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🌐 <https://github.com/NicolasBrowning>

📍 Orlando, Florida

Hard Skills

- C++
- C#
- Unity Engine
- Unreal Engine
- Blueprint
- 3D Math
- Object-Oriented Programming
- Agile/Scrum Development
- OpenGL Graphics Programming
- Vulkan Graphics Programming
- Cross-Disciplinary Asset Creation
- Data Structures
- Github
- Jira
- Trello

Soft Skills

- Communication
- Fast Learner
- Creative

Miscellaneous Skills

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Animate
- Blender

Education Background

Full Sail University
Bachelor of Science in Game Development
Completed in 2023

About Me

Raised in Palm Harbor, Florida, I've always loved video games. It has been my dream my whole life to make a game that I would have played as a kid. Nothing is more satisfying than seeing a project through to completion. I'm looking for a reliable job where my ideas and input are valued by my peers. When developing software, I believe constant iteration and pivoting to what works always results in the best product.

Project Experience

Big Greasy || Gameplay Programmer || Unity Engine || C#

April 2023 - July 2023

- Designed and implemented game features such as Ghost AI, Rat AI, interactable objects such as doors and lights, and an upgrades shop.
- Designed and implemented a tiered tutorial level with the intention of efficiently teaching the player all major gameplay elements.
- Maintained a personal level of quality for every feature I was responsible for with fun and ease of use in mind.
- Made priority visual and audio assets myself in order to keep the project moving. Including a racetrack, a mousetrap, UI elements, particle effects, Sound FX, and more.
- Conducted independent playtesting to source feedback on the project during development.
- Ensured minimal conflict free pushes to Git Repository and maintained problem solver mindset throughout the development process.

Forecast Armageddon || Gameplay Programmer || Unity Engine || C#

April 2022 - June 2022

- Designed and implemented game features such as enemy movement and variety. This included mapping enemy movement onto levels, a unique enemy that jumped off the trap into player towers.
- Play tested and assured quality end user experience.
- Reeled in group scope to maintain achievable goals for a beginner group of game devs.

Security Shift || Gameplay Programmer || Unity Engine || C#

August 2022 - December 2022

- Was completely responsible for enemy implementation, including spawning, stealing player resources, game manager tracking of enemy count, and player loss conditions.
- Created pixel art assets for scenery and interactable objects.
- Scheduled and hosted development meetings.

Relevant Coursework:

Systems Programming | Data Structures and Algorithms | Software Engineering
Computer Graphics | Game Integration | Game Architecture | Artificial Intelligence |
Engine Development