Nicolas Browning
Game Developer

Contacts

- nicbing11@gmail.com
- (727) 859-8114
- www.linkedin.com/in/browning-nicolas/
- www.github.com/NicolasBrowning
- Orlando, Florida

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
- Communication
- Fast Learner
- Creative
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Animate
- Blender
- Project Management

Experience

Full Sail University Game Projects

April 2022 - July 2023

- Completed two games as the Midterm and Final Projects at Full Sail University. Games can be found on my GitHub portfolio at **https://nicolasbrowning.github.io/**.
- Worked on a game jam project with a classmate. While the game was never finished, I feel I still gained valuable experience.
- Extensive experience gained in Unity game development, gameplay programming, and C# programming.
- Focused on enemy design and implementation as well as other gameplay features.
- Experienced working on a team of developers to accurately communicate and express ideas.
- Learned GitHub for efficient version control and project cohesion.

Project Manager at OMG Labs

October 2023 - Present

- Worked under: **Isabella Johnston**
- Received an online certificate for project management basics.
- Streamlined operation manual for project manager position.
- Performed with attention to detail in tasks assigned to me.

Internship at Full Sail University

November 2023 - Present

- Worked under: **Roy Papp**
- Helped develop a 5+ year old project by fixing bugs and ensuring a minimal viable product.
- Reworked and cut features that prevented the game from reaching its full potential.

Education Background

Full Sail University
Bachelor of Science in Game Development

Completed in 2023

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