Nicolas **Martalog**

(905)-466-5454 | nmartalo@uwaterloo.ca | NicolasMartalog | nicolas-martalog

Skills

Programming	Python, C/C++, C#, Java, HTML/CSS, JavaScript, MS Office
Frameworks	Unity, Node.js
Machine Learning	Tensorflow, nltk, pandas
Animation Editing	Strong knowledge of photo/video editing, Adobe Photoshop/Premiere
Interpersonal Communication	Experienced and comfortable working in a team and a fast paced environment.

Experience

C#/C++ Developer
FREELANCE

Burlington, Ontario
Sept. 2020 - Feb. 2021

- Modified existing code to correct errors and improve readability.
- Implemented simple game mechanics (player motion and collision detection) for a player in a game to function.
- Created player effects using Unity's pre-existing particle system.

Math Tutor
OXFORD LEARNING

Burlington, Ontario
Sept. 2018 - March. 2020

- Tutored students in Mathematics from kindergarten to grade 12.
- Exercised leadership qualities while Identifying learning issues and helping students understand lesson content.
- Garnered positive feedback from many students particularly concerning oral communication skills whilst explaining topics.
- Monitored student progress and developed schedules for students to follow and efficiently complete assignments/study.

Sales Clerk
FORTINOS GROCERY STORE

Burlington, Ontario
Sep. 2018 - Sept. 2019

- Assisted customers in finding their choice of groceries and providing them with expiry and pricing information.
- Developed an inventory management system in **Java** after noticing an inefficient old system of tracking items.
- Demonstrated ability to handle high stress and volume of customers while maintaining a positive shopping experience for them.
- Maintained a clean and safe work area at all times.

Projects

Zurvival
HTTPS://GITHUB.COM/NicolasMartalog/Zurvival-Oculus-Quest-Game-

March. 2020 - Apr. 2020

- Built a VR zombie survival game for the Oculus Quest using **Unity3D** in **C#**.
- Independently built the map terrain, gun animations, collision detection and used Unity for prefabs.
- Used Oculus XR Plugin for motion detection in the headset and built the game as an apk file.
- Programmed AI zombies to follow the player using location tracking and spatial mapping.

VR Multiplayer Party
PERSONAL PROJECT

Dec. 2020 - Present

- Developing a social VR game for the Oculus Quest using **Unity3D** with **C#**.
- Using **Normcore's Api** for the networking of the game as well as Unity prefabs for objects.
- Programming simulated physics for object retrieval and release for user comfort.

Chatbot
HTTPS://GITHUB.COM/NicolasMartalog/ChatBot

Jan. 2021 - Feb. 2021

- Created an AI Chatbot using **Python**, **Tensorflow**, and **nltk** used for answering questions.
- Developed and trained a model to make predictions on user inputs and finds most likely class and outputs a response from that class.

Education

University Of Waterloo
CANDIDATE FOR BACHELOR OF MATHEMATICS (B.MATH)

Sept. 2020 - Present

- Earned President's Scholarship of Distinction Award. (students who had an admission average of 95% or greater.)
- Member of University of Waterloo's Data Science Club.