

NIGEL CHARLESTON

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SKILLS

Programming Languages: C++, C, C#, Python, JavaScript

Software: Windows, Linux, Microsoft Visual Studio, Jira, Git

Game Engines: Unity

GAME DEVELOPMENT PROJECTS

Desolation Place (<https://wolverinesoft-studio.itch.io/desolation-place>)

Redford, MI

Studio Technical Leader – WolverineSoft Studio (25 Developers)

June 2020 – August 2020

- Spearheaded a sub-team of 5 developers which designed and built gameplay systems tied to player experience
- Delegated weekly tasks amongst the player team to develop essential gameplay mechanics, user interface, and audio in Unity and C#
- Collaborated with the level design and enemy teams daily to resolve issues with player mechanics interacting with the game environments

Io (<https://wolverinesoft-studio.itch.io/io>)

Ann Arbor, MI

AI Programmer – WolverineSoft Studio (57 Developers)

January 2020 – April 2020

- Programmed attacks, movement, and collision detection for 2 enemies present in the game, with Unity and C#
- Enhanced implementation of the enemy AI across an Agile development cycle, improving functionality over time

The Magic Hat (<https://www.indiedb.com/members/nonsense-studios/articles>)

Ann Arbor, MI

Gameplay Programmer (5 Developers)

October 2019 – December 2019

- Coded player movement controls, a game controller object that manages the state of the game, and 10+ bug fixes that refined the gameplay experience using Unity and C#

WORK EXPERIENCE

University of Michigan – Electrical Engineering and Computer Science Department

Ann Arbor, MI

Instructor Aid for EECS 281 – Data Structures and Algorithms

September 2019 – Present

- Facilitate and teach weekly discussion sections to groups of 20+ students covering C++ programming concepts, data structures, and algorithms to strengthen their understanding of material covered in lecture
- Create midterm and final exam questions to challenge 900+ students in their understanding of the course material

Qualcomm – Camera Software Team

Redford, MI

Software Engineering Intern

May 2020 – July 2020

- Developed a visualization tool with Python, HTML, and JavaScript that can parse and analyze core dumps, enabling 4 customer engineers to troubleshoot errors triggered within Qualcomm's camera software
- Revised tool design and functionality to satisfy the customer engineers' requirements and improve the project's maintainability
- Wrote a unit tests script in Python that validated for well-formatted input data and correctness of output

University of Michigan – Electrical Engineering and Computer Science Department

Ann Arbor, MI

Grader for EECS 494 – Computer Game Design and Development

January 2020 – April 2020

- Evaluated computer game projects developed by 100+ students taking the course for assignment requirements
- Submitted feedback to students regarding their submissions, allowing them to improve upon their games' design and gameplay in future deliverables

EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science – Computer Science

June 2016 – April 2021