

## NIGEL CHARLESTON

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### EDUCATION

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#### University of Michigan – Ann Arbor, MI (GPA: 3.264/4.000)

*Bachelor of Science - Computer Science*

*December 2020*

- **Courses:** Data Structures and Algorithms, Computer Game Design and Development, Operating Systems, Multidisciplinary Engineering Project, Matrix (Linear) Algebra, Computer Security
- **Activities:** National Society for Black Engineers, WolverineSoft (game development), Computing for All

### SKILLS

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- **Languages:** C, C++, C#, Python, JavaScript
  - **Frameworks and Technologies:** Unity, Angular.js, Node.js, MongoDB,
  - **Software:** Jira, Trello, Git, Microsoft Visual Studio, Linux, Windows

### PROJECTS

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#### University of Michigan, Ann Arbor, MI

*The Magic Hat – 7 Week Game Project*

*October 2019–December 2019*

- Collaborated with a team of 5 student developers to design and develop an original asymmetric 2 player game
- Followed an iterative development cycle based on weekly player feedback in order to quickly implement and improve the game's mechanics
- Implemented player movement controls, a game controller object that manages the state of the game, and bug fixes that improved the playability and polish of the game
- Published weekly blog posts to document the team's design decisions, feature implementations and development challenges

*The Legend of Zelda (1986-NES) – 3 Week Game Project*

*September 2019*

- Recreated a classic level from *The Legend of Zelda* with a partner by using the Unity Engine and programming logic in C#
- Programmed logic for dungeon traps, unlocking doors, player combat mechanics, and item placements
- Utilized agile software to manage project deliverables, and ensure game features are implemented by their deadlines

### WORK EXPERIENCE

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#### University of Michigan – Electrical Engineering and Computer Science Department

*Grader for EECS 494 – Computer Game Design and Development*

*January 2019 – Present*

- Grade computer game projects submitted by over 100+ students taking the course, evaluating submissions for assignment requirements
- Send feedback to students regarding their project submissions, allowing them to learn from their mistakes and improve upon their games' design and gameplay in future deliverables

#### University of Michigan – Electrical Engineering and Computer Science Department

*Instructor Aid for EECS 281 – Data Structures and Algorithms*

*September 2019 – Present*

- Teach weekly discussion sections to groups of 30+ students on course material, software tools, and code optimization, allowing them to apply their knowledge in written lab assignments
- Hold office hours (4 hours a week) to support students with the course's C++ projects, lab assignments, and theoretical concepts
- Write midterm exam questions to challenge over 800+ students in their understanding of the course material

#### Visa Inc. – Clearing and Settlement Department (CAS), Austin, TX

*Software Engineering Intern*

*May 2019 – August 2019*

- Designed and built a full-stack web application for use by account managers and CAS developers, allowing them to search for, and generate reports on, unreconciled (uncleared) transactions
- Implemented front-end UI features using javascript and the Angular framework, and backend database functionality with the team's Golang API and MongoDB
- Automated the team's manual process of sending email reports regarding unreconciled transactions to account managers, saving them 24 hours when generating reports