

NIGEL CHARLESTON

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Game Portfolio: <https://nigelcharleston.dev/>

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EDUCATION

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

Bachelor of Science - Computer Science

December 2020

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

SKILLS

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

WORK EXPERIENCE

Qualcomm – Camera Software Team, Remote (Redford, MI)

Software Engineering Intern

May 2020 – Present

- Develop a debugging tool with Python that can parse and analyze core dumps, enabling customer engineers to troubleshoot errors triggered within Qualcomm's camera software
- Revise tool design and functionality to satisfy the requirements of customer engineers and improve the maintainability of the tool

University of Michigan – Electrical Engineering and Computer Science Department

Instructor Aid for EECS 281 – Data Structures and Algorithms

September 2019 – June 2020

- Taught weekly discussion sections to groups of 20+ students on data structures, algorithms, and C++ programming concepts, improving their understanding of material covered in lecture
- Held remote office hours (2 hours a week) to support students with the course's C++ projects, lab assignments, and theoretical concepts
- Wrote midterm exam questions to challenge over 700+ students in their understanding of the course material

University of Michigan – Electrical Engineering and Computer Science Department

Grader for EECS 494 – Computer Game Design and Development

January 2020 – May 2020

- Evaluated and graded computer game projects developed by 100+ students taking the course for assignment requirements
- Sent 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

GAME PROJECTS

[WolverineSoft Studio](#) – Ann Arbor, MI + Remote

[lo](#) (Windows, MacOS)

AI Programmer (57 Developers)

January 2020 – April 2020

- Programmed the attack and movement behaviors for two enemies present in the final game.
- Fine-tuned the functionality of enemies in the game, determining their right level of difficulty and improving their design.
- Revised the implementation of the enemy AI across an Agile development cycle, iteratively improving their behavior.

University of Michigan, Ann Arbor, MI

[The Magic Hat](#) (Windows, MacOS)

Gameplay Programmer (5 Developers)

October 2019 – December 2019

- Implemented player movement controls, a game controller object that manages the state of the game, and bug fixes that improved the playability of the game
- Utilized an iterative development cycle based on weekly player feedback to quickly implement and improve the game's mechanics