NIGEL CHARLESTON

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EDUCATION

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

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

WORK EXPERIENCE

University of Michigan – Electrical Engineering and Computer Science Department

Grader for EECS 494 – Computer Game Design and Development *January 2020 – 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 (2 hours a week) to support students with the course's C++ projects, lab assignments, and theoretical concepts
- Write midterm exam questions to challenge over 700+ 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

PROJECTS

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