

Nikki Hess

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EDUCATION

University of Michigan - Ann Arbor

Aug. 2020 - Present

Bachelor of Science in Computer Science

Ann Arbor, MI

- GPA: 3.13
- Expected Graduation: Fall 2024

EXPERIENCE

Student Consultant

May 2024 – Present

University of Michigan - Visualization Studio

Ann Arbor, MI

- Maintained and cleaned virtual reality equipment in the lab throughout the day
- Helped many students troubleshoot software and hardware issues, as well as finding local and in-building resources
- During downtime, developed multiple personal software projects

Delivery Driver

Dec. 2019 – Present

DoorDash

Ann Arbor, MI

- Delivered food to 370 total customers in a timely, safe manner
- Shared order updates with customers to ensure 100% of orders were on time or early
- Multitasked to keep up with orders and remain safe on the road
- Received an average rating of 4.72/5 stars

SOFTWARE PROJECTS

Party Engine | C++, SDL2, GLM, Lua, LuaBridge

Jan. 2024 – Present

- Working solo on a 100% custom game engine that takes in configuration values and Lua scripts to create games
- Integrated libraries such as SDL2 and GLM to render developer-defined actors with transforms, various viewable sprites, collision, and sound effects
- Actively integrating Lua and LuaBridge to allow developer-defined component scripts

CSE Simulator VR | Unreal Engine 5, Jira, Adobe Photoshop, Audacity, Git

Jan. 2023 – Feb. 2023

- Developed about 60% of a simulation with a partner of a real life location (BBB 1695) with a few creative liberties
- Used Adobe Photoshop to create various textures, including a tiled floor generated from a real photo
- Combined assets from UE Marketplace, freesound.org, and sketchfab.com to create an immersive environment
- Implemented Unreal Engine's Blueprints to create elements such as a copier that copies 3D items and a minigame where you throw trash into a trashcan for points

A2 Go AR | Unity, C#, Mapbox SDK, Jira

Feb. 2023 – Mar. 2023

- Worked in a pair to develop about 50% of a Pokémon Go style AR game with real-time location updates and battles
- Implemented 3 systems - currency, shop, and inventory - to create a sense of progression
- Utilized Mapbox SDK for Unity to place the game's elements in real locations on a GPS map

TECHNICAL SKILLS

Languages: C/C++, Python, Java, Lua

Developer Tools: Git, VS Code, Unity, Unreal Engine, Jira

Libraries: SDL2, GLM, LuaBridge, pandas, NumPy, Spigot API, MapBox, Box2D

REFERENCES

Audrey Barrett | Manager at Panera Bread

- Phone: (734) 552-5580
- E-mail: quentinbarrett.20@gmail.com

Austin Yarger | Game Dev Professor at University of Michigan

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