

# 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

### Team Member

Jan. 2022 – Present

*Panera Bread*

*Ann Arbor, MI*

- Bagged and prepared items for customers from the bakery and barista stations
- Accurately entered customer orders into the POS system for 100+ customers per day
- Ensured a clean working and eating environment throughout the day
- Provided training for 3 new team members across 2 positions

### Delivery Driver

Dec. 2019 – Aug. 2023

*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

### Toolbox Engine | C++, SDL2, GLM, Lua, LuaBridge, Box2D

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](https://freesound.org), and [sketchfab.com](https://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](mailto:quentinbarrett.20@gmail.com)

### Austin Yarger | Game Dev Professor at University of Michigan

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