Born April 11th 1995 Ann Arbor, MI https://nigelbaillie.me

Education

Winter 2019 Fall 2016

University of Michigan

- Major: Computer Science Engineering.
- Taken courses in data structures, algorithms, and video game development.
- Worked with team of 4 to complete full multiplayer game for final project.

Winter 2016 Fall 2012

Washtenaw Community College

- Attended from second half of highschool through first half of college.
- Taken courses in Java and web development.

Employment

Present Winter 2014

Intermediate Developer at Ann Arbor T-Shirt Company

- I develop features and fixes in a team of 2–3 for quote building software, production tracker, and retail back end using **Ruby on Rails**.
- Wrote mobile app for quick pricing using **React Native**.
- Proposed and implemented **unified authentication** system to provide a single sign-in for all in-house apps.
- Built image composition tool that out-performs ImageMagick at generating t-shirt mockups by about 1.5× using C++ and libpng.
- Migrated old AWS infrastructure to use AWS Virtual Private Cloud.
- Utilized several 3rd party APIs for services including Shopify, Amazon, PayPal, and more.

Hobby

Present 2011

Miscellaneous Game Development

- Made video games for 3 **Ludum Dare** competitions (solo) and 1 jam (team.)
- Developed pixel-perfect platformer **collision detection** system based on collision in old Sonic the Hedgehog games for Sega Genesis.
- Implemented a lockstep-like networking protocol for said platformer using raw UDP (and TCP) sockets.
- Built a small 2D sprite renderer in the **Rust** programming language using **OpenGL**.
- Wrote a runtime JVM bytecode injection routine for a Minecraft mod to disable entity collision.