Nigel Baillie

(734) 678-5328
bnigel@umich.edu
https://github.com/Resonious

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

Education

Winter 2019 Fall 2016	**University of Michigan** • **Major:** Computer Science Engineering. • **Courses:** operating systems, computer security, game development, etc.
Winter 2016 Fall 2012	**Washtenaw Community College** • **Courses:** Java programming and web development. • Attended from second half of high school through first half of college.

Employment

September 2018 February 2014	**Software Developer at Ann Arbor T-Shirt Company** • Developed 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 mock-ups by about $1.5\times$ using **C++** and libpng. • Set up and managed **AWS** Virtual Private Cloud infrastructure. • Utilized several 3rd party APIs for services including Shopify, Amazon, PayPal, and more.

Hobby

Always 2011	**Miscellaneous Game Development** • I partake in game jams like **Ludum Dare** from time to time. • I've tinkered with low-level game dev, including creating pixel-perfect collision detection and lockstep drop-in networked multiplayer. • I've built a small 2D sprite renderer in the **Rust** programming language using **OpenGL**. • I've written a runtime **JVM bytecode** injection routine for a Minecraft mod to disable entity collision. • I maintain my portfolio site `https://nigelbaillie.me` serverlessly through Netlify and a custom static site generator.