

Nigel Baillie

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Born April 11th 1995
2287 S. Main St.
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Education

Present Fall 2016	University of Michigan <ul style="list-style-type: none">• Major: Computer Science Engineering.
Winter 2016 Fall 2012	Washtenaw Community College <ul style="list-style-type: none">• Attended from second half of highschool through first half of college.

Employment

Present Winter 2014	Intermediate Developer at Ann Arbor T-Shirt Company <ul style="list-style-type: none">• I develop features and bug fixes for our quote building software, production tracker, online store, and main website 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 domain specific image composition tool that out-performs ImageMagick at generating t-shirt mockups by about 1.5× using C++ and libpng.• Set up continuous integration for automatic testing and deployment of our Rails apps.
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Hobby

Present 2011	Miscellaneous Game Development <ul style="list-style-type: none">• Participated in 3 Ludum Dare competitions (solo) and 1 jam (team.)• Built a pixel-perfect platformer collision detection system based on the 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 ("gl" crate.)• Wrote a runtime JVM bytecode injection routine for a Minecraft mod to disable collision.
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