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SEAN NIKKEL

PROGRAMMER

SUMMARY OF SKILLS

- Design C++ code that integrates cleanly with a given codebase
- Collaborate with other programmers to solve technical roadblocks
- Enthusiastic to learn about new coding techniques and libraries

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY   **EXPECTED GRADUATION - 04/22**

BS in Computer Science in Real-Time Interactive Simulation

ACADEMIC PROJECTS

TECHNICAL DIRECTOR (TEAM OF 13)   **09/19 – PRESENT**
NOHRA – CUSTOM ENGINE 2D PRECISION PLATFORMER

- Collaborated with artists, game designers, and sound designers to ensure everyone's work is integrated into the game
- Managed and worked with a team of six programmers
- Created a feature complete editor for use by teammates
- Implemented 3D lighting to bring out the visuals of the game
- Designed an engine framework that utilizes ECS to manage game objects

TECHNICAL DIRECTOR (TEAM OF 5)   **01/19 – 04/19**
JAVELIN – 2D PUZZLE PLATFORMER

- Practiced finding solutions for technical problems as a group
- Created an engine using component-based architecture for game objects
- Used matrices to apply camera/world transforms to quad meshes

TECHNICAL DIRECTOR (TEAM OF 3)   **10/18 – 02/19**
KEEPER OF THE REALMS – TIMER-BASED 2D PLATFORMER

- Intro to working on a game project as a team
- Figured out engine structure and platformer collision resolution
- Learned how to use source control on a codebase