

# SEAN NIKKEL

PROGRAMMER

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## SUMMARY OF SKILLS

- Proficient in C++ with knowledge in data structures and algorithms
- Experienced with OpenGL and computer graphics concepts
- Strong academic experience in linear algebra and calculus

## EDUCATION

**BS IN COMPUTER SCIENCE**  
FOCUS: REAL-TIME INTERACTIVE SIMULATION  
MINOR: MATHEMATICS

**EXPECTED GRADUATION: APR 2022**

DigiPen Institute of Technology

## ACADEMIC PROJECTS

**LEAD PROGRAMMER (TEAM OF 14)**  
**REPOSSESSION - UNREAL ENGINE 4**

**SEP 2020 - PRESENT**

- Collaborated with artists, game designers, and sound designers remotely through online meetings and SVN
- Assisted programmers with implementing systems and mechanics in a commercial engine

**LEAD PROGRAMMER (TEAM OF 13)**  
**NOHRA - CUSTOM ENGINE**

**SEP 2019 - MAY 2020**

- Worked with other disciplines to integrate everyone's work into the project
- Designed an engine framework in C++ that utilized ECS to manage game objects
- Implemented 3D lighting in OpenGL to bring out the visuals of the game
- Managed and supported a team of 6 programmers
- Created a highly featured editor for use by artists, level designers, and systems designers

**ENGINE PROGRAMMER (TEAM OF 5)**  
**JAVELIN - CUSTOM ENGINE**

**JAN 2019 - APR 2019**

- Created an engine in C using component-based architecture for game objects
- Practiced finding solutions for technical problems as a group
- Implemented functional 2D platformer collision handling
- Utilized matrices to apply camera/world transformations to meshes

## PERSONAL PROJECTS

**SOLE DEVELOPER**  
**TOME - UNREAL ENGINE 4**

**MAY 2020 - JUN 2020**

- Practiced working in Unreal Engine 4 and solving problems that arise
- Wrote code in both C++ and Blueprint and found how the two communicate
- Modeled in Blender to create and import assets into Unreal Engine 4