

## SEAN NIKKEL

PROGRAMMER

### 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

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### EDUCATION

**DIGIPEN INSTITUTE OF TECHNOLOGY**

**EXPECTED GRADUATION: APR 2022**

BS in Computer Science in Real-Time Interactive Simulation

- Minor: Mathematics

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### ACADEMIC PROJECTS

**TECHNICAL DIRECTOR (TEAM OF 13)**

**SEP 2019 - MAY 2020**

**NOHRA - CUSTOM ENGINE (C++, OPENGL)**

- Collaborated with artists, game designers, and sound designers
- Managed and worked with a team of six programmers
- Designed an engine framework that utilizes ECS to manage game objects
- Implemented 3D lighting to bring out the visuals of the game
- Created a highly featured editor for use by teammates

**SOLE DEVELOPER**

**MAY 2020 - JUN 2020**

**TOME - UNREAL ENGINE 4 (C++)**

- Practiced working in Unreal Engine 4 and solving problems that arise
- Wrote code in both C++ and Blueprint and discovered how they interact
- Learned how to use Blender to model and import assets into Unreal Engine 4

**TECHNICAL DIRECTOR (TEAM OF 5)**

**JAN 2019 - APR 2019**

**JAVELIN - CUSTOM ENGINE (C, IN-HOUSE FRAMEWORK)**

- Created an engine using component-based architecture for game objects
- Practiced finding solutions for technical problems as a group
- Used matrices to apply camera/world transforms to 2D quad meshes

**TECHNICAL DIRECTOR (TEAM OF 3)**

**OCT 2018 - FEB 2019**

**KEEPER OF THE REALMS - CUSTOM ENGINE (C, IN-HOUSE FRAMEWORK)**

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