

SEAN NIKKEL

PROGRAMMER

SUMMARY OF SKILLS

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

EDUCATION BS IN COMPUTER SCIENCE

EXPECTED GRADUATION: APR 2022

DigiPen Institute of Technology

- Degree Focus: Real-Time Interactive Simulation
- Minor: Mathematics

ACADEMIC PROJECTS

TECHNICAL DIRECTOR (TEAM OF 14)
REPOSSESSION - UNREAL ENGINE 4 (C++)

SEP 2020 - PRESENT

- Learning how to work remotely as a team in a commercial engine

TECHNICAL DIRECTOR (TEAM OF 13)
NOHRA - CUSTOM ENGINE (C++, OPENGL)

SEP 2019 - MAY 2020

- Collaborated with artists, game designers, and sound designers
- Managed and worked with a team of 6 programmers
- Designed an engine framework that utilized 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

TECHNICAL DIRECTOR (TEAM OF 5)
JAVELIN - CUSTOM ENGINE (C, IN-HOUSE FRAMEWORK)

JAN 2019 - APR 2019

- Created an engine 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 (C++)

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 they interact
 - Learned how to use Blender to model and import assets into Unreal Engine 4
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