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Sean Nikkel Programmer

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| 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 – PresentNohra – 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 – 04/19Javelin – 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 – 02/19Keeper 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 |