Nicholas Harris

nicholasharrisofficial@outlook.com
Portfolio: sireniklas.github.io

Software Engineer

I was introduced to computer science and programming around 2013. Since then I have enjoyed and have been focused on building that skill. I am currently continuing my programming journey by creating my own games in Unity & Unreal Engine using C# & C++.

EXPERIENCE

Unity Engineer Internship — *Codename: Critter City*
Studio Nisse
MARCH 2023 - PRESENT
- Created a C# framework for local splitscreen multiplayer
- Created reusable C# code packages for console development
- Led SCM for the project, including training 7 interns on best practices

Unity Engineer Internship — *Skycadia*
Studio Nisse
DECEMBER 2022 - FEB 2023
- Created the gameplay and systems for the weapons, ships, and pilots
- Created tools to assist the non-programmers of the team
- Led SCM for the project, including training 10 interns on best practices

Unity C# Engineer — *Projectile Fight, Multiplayer FPS*
Monkey Labs
- Designed and developed all systems including lobbies, servers, and networking.
- Created proper network establishments for the server/host and client.
- Used Facepunch Steamworks API, and Unity's Network for Game Objects framework.

UE5 C++ Gameplay Engineer — *Melee Combat Prototype*
- Installed and configured Rider to work with a C++ & Unreal Engine 5 environment
- Designed and developed principal gameplay mechanics such as melee combat with a combo system, health, damage, and movement, using C++ and UE5 Blueprints
- Reconfigured animations and called them using C++ and UE5 Blueprint
- Created custom methods in C++ and used them within UE5 Blueprints

Unity C# Engineer — *GMTK Game Jam*
- Collaborated with team members
- Designed gameplay mechanics and systems in C# such as simulated hunger and hydration. character controller, and in-game interaction

Unity C# Engineer — *Online Multiplayer Horde Shooter*
- Designed and developed all gameplay mechanics and UI with multiplayer in mind such as Character Systems, AI Behavior, Health, Stamina visualization, and UI Input and output
- Vector Math and Linear Algebra used for Combat and AI Calculations
- Resolved sync issues between multiple client instances regarding movement
- Successfully established connections between host and clients

Head Cashier, Customer Service Desk Lead
The Home Depot
SEPTEMBER 2020 - December 2022
- Created and Managed work schedules for associates
- Set positive expectations for associates and customers
- Led the front end team to meet goals and expectations

EDUCATION

Metropolitan Community College Omaha, NE — AAS
Associates of Applied Science
SEPTEMBER 2021 - NOVEMBER 2023 | GPA - 3.7
Enrolled within the DIMA 3D Animation & Games Program, Specializing in Game Programming

SKILLS

OS
Linux, Windows

SERVERS/NETWORKING
Ubuntu Server, CentOS Server, Game Servers - Public & Private Setup

GAME DEVELOPMENT
Unreal Engine 5, Unity, Godot

IDE
Rider, Microsoft Visual Studio/Code, PyCharm, Clion, Eclipse

PROGRAMMING LANGUAGES
Python, GDScript, C, C#, C++

LIBRARIES PyGame, Raylib, Ogre3D

COLLABORATION TOOLS
Discord, Zoom, Trello, Codecks, Jira & Confluence

VERSION CONTROL GIT/Github, Perforce

WEB DESIGN HTML, CSS

AWARDS

DEAN'S LIST
Metropolitan Community College