# Nicholas Harris

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Portfolio: sireniklas.github.io

## Software Engineer

I was introduced to programming as a career around 2013; since then I have enjoyed and focused on building that skill. I am now 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, Networking.
- Created proper network establishments for the server/host and client.
- Used Facepunch Steamworks API, and Unities: Network for Game Objects networking framework.

**UE5 C++ Gameplay Engineer** — *Melee Combat Prototype*
- Setup 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 using them within UE5 Blueprints

**Unity C# Engineer** — *GMTK Game Jam*
- Collaborated with a team member
- 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, and 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 - NOV 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

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

**VERSION CONTROL** GIT/Github

**WEB DESIGN** HTML, CSS

## AWARDS
**DEAN'S LIST**
Metropolitan Community College