

# Nicholas Harris

[nicholasharrisofficial@outlook.com](mailto:nicholasharrisofficial@outlook.com)

Portfolio: [sireniklas.github.io](https://sireniklas.github.io)

## Game Developer

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 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 lastly 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

#### Gameplay 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
- Lead of SCM for the project, such as git setup and management within the git environment

#### Unity Engineer Internship — *Codename: Critter City*

*Studio Nisse*

MARCH 2023 - PRESENT

- Setup and Created a local multiplayer framework
- Created a reusable package for Console Development for ease of use
- Lead of SCM for the project, such as git setup and management within the git environment

#### 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 - ESTIMATED MAY 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

