Nicholas Harris

Software Engineer

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

EXPERIENCE

Unity Engineer Internship — *Cruisin' Critters*
Studio Nisse
MARCH 2023 - JAN 2024

As a Unity Engineer on the project Cruisin' Critters I created a framework for local multiplayer splitscreen, this enabled our team to build the system at a faster pace and integrate the functionality required to deploy. I managed the software configuration side with Git and GitHub, trained the team on how to use basic Git, and handled merges and conflicts.

Unity Engineer Internship — *Skycadia*
Portfolio: https://sireniklas.github.io/pages/Skycadia.html
Website: http://skycadia.com/
Studio Nisse
DECEMBER 2022 - FEB 2023

As a Unity Engineer on the project Skycadia, I created the gameplay systems for weapons, ships, and pilots. This system allowed the designers to create and deploy different types of weapons, ships, pilots, and bosses. I create tools to assist developers. This included the gameplay systems, lore points, and data objects. Each of these systems allowed the team to interact with my components without the total technical knowledge. I managed the software configuration side with Git and GitHub, trained the team on how to use basic Git, and handled merges and conflicts.

Service Desk Lead
The Home Depot
OCTOBER 2021 - PRESENT

Service Desk Lead I lead a team that requires me to solve problems, handle customer requests, complaints, and issues at a higher elevation utilizing my prior understanding and implementing solutions to prevent recurring issues. If an issue wasn't able to be resolved by my team, it was elevated to me and I would carry out a suitable fix. This required me to have a working understanding of proprietary systems that had varying degrees of complexity.

Head Cashier
The Home Depot
AUGUST 2020 - OCTOBER 2021

As Head Cashier I was expected to schedule my team with breaks, lunches, and positions. I was also the point of contact for problems that were unable to be solved by my team members, these may include price changes, authorization or a simple go-ahead. I trained team members and maintained a healthy standard.

EDUCATION

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

SKILLS

SOCIAL
Team Work, Conflict Resolution, Customer Service

OS
Linux(Ubuntu), Windows

SERVERS/NETWORKING
Linux Server(CentOS, Debian, Ubuntu), Game Servers - Public & Private Setup
Docker, Wireguard

GAME ENGINES
Unreal Engine 5, Unity, Godot

GAME NETWORKING
Unreal Networking, Netcode for Game Objects, Fish Networking

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

PROGRAMMING LANGUAGES
Python, GDScript, C, C#, C++, Lua, HTML, CSS, JS, Ruby, Java, JavaScript

LIBRARIES
PyGame, Raylib, Ogre3D, OpenGL, Vulkan, ASP.NET Core

COLLABORATION TOOLS
Discord, Zoom, Trello, Codecks, Jira & Confluence, Teams, Google Docs

VERSION CONTROL
Git/Github, Perforce

MISC
HoloLens (1st Gen) Application Development, SQLite, PostgreSQL

PROJECTS

Unity C# — *Projectile Fight, Multiplayer FPS*
GitHub: https://github.com/SireNiklas/Projectile-Fight
Portfolio: https://sireniklas.github.io/pages/Unity-Networked-FPS.html

- 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.

C++ — *OpenGL Graphics Engine* | *GitHub: https://github.com/SireNiklas/LearnOpenGL*

- Learned the OpenGL graphics pipeline
- Created a very basic rendering engine which will load and display models
- Created shaders and classes to streamline the process.

C++ (In-Planning) — *Game Engine*

- Creating a flexible open-ended modular architecture to allow quick modification and proper separation
- Creating an "App & Engine" model
- Understanding and using common graphics programming concepts
- Utilizing Ogre3D, PhysX to develop a basic backbone.

Private Virtual Network — *WireGuard, Perforce, Taiga & Penpot*

- Setup WireGuard using Docker
- Created a system to run and kill the Docker container for any issues that may have occurred, such as system power failure or unexpected outage.
- Setup Perforce Version Control for a small team
- Setup and configured Taiga and Penpot from a Docker image.

UE5 C++ — *Melee Combat Prototype* | GitHub:
https://github.com/SireNiklas/MeleeCombatSystem
https://sireniklas.github.io/pages/Unreal-Engine-5-Work.html

- 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*
Itch.io: https://pyr05.itch.io/gmtk2022jamentry

- Collaborated with team members
- Designed gameplay mechanics and systems in C# such as simulated hunger and hydration. character controller, and in-game interaction

AWARDS

DEAN'S LIST - Metropolitan Community College
HONORS - Metropolitan Community College