

Nicholas Harris

Software Engineer

EMAIL:

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PORTFOLIO

sireniklas.github.io

EXPERIENCE

Unity Engineer Internship — Cruisin' Critters

Studio Nisse

NOVEMBER 2023 - JANUARY 2024

- Created a framework for local multiplayer splitscreen, allowing faster integration and functionality
- Handled everything GIT as the subject matter expert for GIT, trained the team how to use basic GIT and handled conflicts and merges that arose

Unity Engineer Internship — Skycadia

Portfolio: <https://sireniklas.github.io/pages/Skycadia.html>

Website: <http://skycadia.com/>

Studio Nisse

DECEMBER 2022 - NOVEMBER 2023

- Collaborated and worked with a multidisciplinary team
- Created gameplay systems for weapons, ships, and pilots, and bosses
- I created tools to assist the non technical developers allowing them to interact with the systems I made without the programming know how
- Handled everything GIT as the subject matter expert for GIT, trained the team how to use basic GIT and handled conflicts and merges that arose

Service Desk Lead

The Home Depot

OCTOBER 2021 - PRESENT

- Leading a large multidisciplinary team
- Handling requests, complaints, and issues
- Providing customer service and even going as far as simple tech support due to system changes
- Learned and quickly master proprietary systems
- Training team members and maintained a healthy standard

Web Developer

Papillion La-Vista South Highschool | Self Employed

NOVEMBER 2018 - APRIL 2019

- Developed a public speaking website
- Handled customer communications
- Provided timely updates and changes

EDUCATION

Southern New Hampshire University,

Manchester NH — B.S. Computer Science

Bachelors of Computer Science

JULY 2024 — DECEMBER 2026

Enrolled within the Computer Science undergraduate program

Metropolitan Community College

Omaha, NE — AAS

Associates of Applied Science

NOVEMBER 2023 | GPA - 3.7

Enrolled within the DIMA 3D Animation & Games Program, Specialized in Game Programming

SKILLS

SOCIAL

Team Work, Conflict Resolution, Customer Service

PROGRAMMING LANGUAGES

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

SERVERS/NETWORKING

Linux Server(CentOS/Redhat, 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

LIBRARIES

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

IDE

PROJECTS

Unity C# — Ironclad TCG

GitHub: <https://github.com/SireNiklas/Project-Ironclad>

GitHub: <https://github.com/SireNiklas/Project-Ironclad-Custom-Game-Server>

Portfolio: <https://sireniklas.github.io/pages/Ironclad.html>

- Develop and integrate a PostgreSQL database and relational architecture
- Implemented multiplayer functionality utilizing Fishnet
- Lead multidisciplinary team including artists, audio, narrative, design, and programmers

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

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

C#/.Net Core — GameStore API

GitHub: <https://github.com/SireNiklas/GameStore>

- Created a CRUD app
- Designed and developed a Restful API
- Learned how to query and utilize the .Net Framework

UE5 C++ / Blueprints — Asymmetrical Siege Game

Portfolio: <https://sireniklas.github.io/pages/AsymSiege.html>

Currently in active development can't present

- Managing a hobbyist team
- Creating Gameplay systems such as player, weapons, and game goals
- Utilizing Unreal Engine 5's networking solution

UE5 Blueprints — Melee Combat Prototype

GitHub: <https://github.com/SireNiklas/MeleeCombatSystem>

Portfolio: <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 UE5 Blueprints
- Reconfigured animations and called them using UE5 Blueprint
- Created custom method used them within UE5 Blueprints

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

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

VERSION CONTROL

Git/Github, Perforce

COLLABORATION TOOLS

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

OS'

Linux, Windows

MISC

HoloLens (1st Gen), SQLite, PostgreSQL

AWARDS

DEAN'S LIST - Metropolitan Community College

HONORS - Metropolitan Community College

C++ — *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

Minecraft: Java — *Valor of the Valley*

GitHub: <https://github.com/SireNiklas/Valor-of-the-Valley>

- Create a game mode that resembles escape from tarkov within Minecraft
- Utilized OOP to alter and manipulate Minecraft server to feel custom
- Worked on a network and with a team to bring VotV to life

Ruby/Ruby on Rails — *CRUD App*

GitHub: <https://github.com/SireNiklas/GameStore>

- Created a CRUD app
- Designed and developed a Restful API
- Learned how to query and utilize the Ruby on Rails Framework

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.