

Skills

Terrance Niechciol

Languages

- C/C++
- Javascript
- Java
- Haskell
- Python
- Lisp
- Scala

Platforms

- Web
- Desktop
- IOS
- Android

Technologies/Libraries

- OpenGL/GLSL
- GLES 2.0 (both Android and WebGL)
- LWJGL
- LibGDX
- SFML

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Work Experience

A Thinking Ape

May 2013 - Aug. 2013, Jan. 2014 - Aug. 2014

- Developed the iOS frontend of a prototype poker app focusing on home games. Eventually became [Pineapple Poker](#)
- Created and improved analytics tools on the metrics team
- Developed frontend features for a 3d racing game on Android, including an interactive map, and the movement/drift animation for the cars using GLES 2.0

Willet

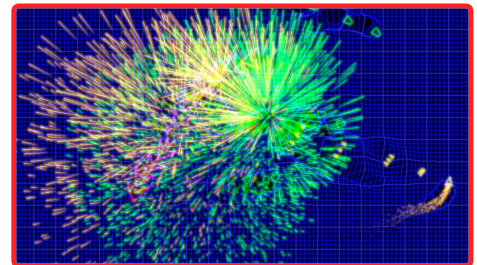
Sept. 2012 - Dec. 2012

- Created front end for an infinitely scrolling webpage that predicts user's product preferences
- Server code written in Python with Django, and frontend in Sass/Javascript with jQuery
- As the 5th member of the company, able to keep up in a fast-paced, small startup

Personal Projects

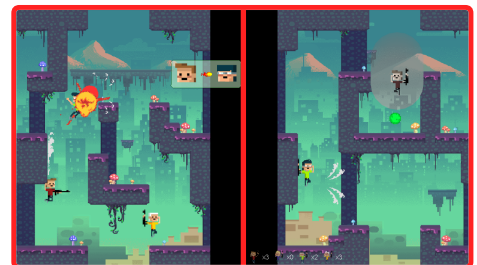
Geometry Wars Clone

- 2D, top down space shooter with deformable grid, particle effects, and a neon glow effect
- Particle simulation (including grid) runs on the GPU by using framebuffers to store position/velocity, with shaders to update the simulation
- Written in Scala using LWJGL



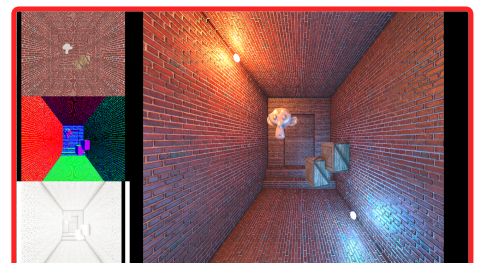
ATA Co-op Hackathon Game

- 2D multiplayer platformer deathmatch game, where players have the ability to create spheres of influence that remove collision with the level
- Created for a 48-hour co-op student hackathon at A Thinking Ape with two other engineering co-ops and two full-time artists
- Written in Java and libGDX



Deferred Renderer with SSAO

- Albedo, depth, and surface normals are stored in two textures, then combined for the lighting pass, which only has to be run per-pixel instead of per-fragment
- SSAO is implemented Crysis-style by sampling the depth information in the G-Buffer to approximate the scene geometry
- Written in Scala using LWJGL



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- Haskell webapp running on top of lighttpd

School

Pursuing a Bachelor's in Computer Science from the University of Waterloo