Lindau, Bavaria 88131

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Nicolas Martin - Game Programmer

SKILLS

Software: Unreal Engine 4 & 5, Jetbrains Rider, Visual Studio, Unity, Perforce

Programming languages: C++ for Unreal Engine, C#, HLSL, JavaScript

Unreal Engine: Slate, Plugin and Module creation, Editor extensions, Networking

Soft skills: Problem-solving, Effective communication, Collaboration, Analytical thinking, Quick learner

EXPERIENCE

Personal Projects:

Music Game Framework:

Built an interactive music system with MIDI input using a piano, able to detect notes and chords. Created a custom synthesizer, sampler, and chord generation. Editor Extension to manage level based dynamic music system.

Custom audio systems, MIDI input handling, C++ and MetaSounds integration, Editor tools

Inkvocation Prototype:

Fast-paced fps platformer with shape drawing and detection in UE5

Gameplay programming, Custom shape detection algorithms, C++ and UE5 implementation

Team Projects:

Asymptomagickal

Collaborative project with 3 People,implemented a replicated and interactive instanced static mesh and steam sessions integration. Developed a custom editor module for runtime editing of instanced meshes and additional data.

Grid system optimization, Networking (Steam & Iris), Custom Unreal editor tools

Esoteric Instinct

Programming lead in a team of 12, developing a multiplayer game, focusing on gameplay, tool development, and the Gameplay Ability System.

Multiplayer systems, Gameplay Ability System (GAS), Tool development, Version control with Perforce

Game Jams

Participated in 4 game jams with a small team as designer and programmer

EDUCATION

CGSpectrum Institute, Online — *Bachelor of Game Programming*

May 2024 - September 2026

Valentin-Heider-Gymnasium, Lindau — *Abitur*

September 2015 - June 2023

Online Courses
C++ for Game Development, C++ Multiplayer Shooter, Gameplay Ability System - Stephen Ullibarri
Custom Editor Tools - Vince Petrelli
Professional C++ Course - Tom Looman