

# Nicholas Williams

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Oakville, Ontario | 416-317-3275 | [nickwill820@gmail.com](mailto:nickwill820@gmail.com) | <https://github.com/Nick-S-Will>

## Game Engineer

Detail-oriented, motivated Computer Science Game Engineering student with 5 years of Unity experience, coupled with professional experience as a back-end Java developer. Seeking an entry-level position in the video game industry to further develop skills and contribute to exciting projects.

### HIGHLIGHTS OF QUALIFICATIONS

- 5 years of experience developing games using Unity, including game mechanics, UI/UX design, and optimization.
- Successfully developed and published games on itch.io, showcasing technical proficiency, and dedication to game development.
- Demonstrated ability to develop and maintain Java-backed web applications and databases in a collaborative environment, coordinating development with version control.
- Proficient in Java, C#, and C++ with experience in developing both back-end applications and game scripts.
- Actively contributing to projects on GitHub, demonstrating coding proficiency, attention to detail, and commitment to ongoing learning and development.

### TECHNICAL SKILLS

- **Programming Languages:** Java, C#, Python, SQL, C, C++
- **Game Engines:** Unity, Unreal
- **Version Control:** Git
- **Networking:** Python's Socket API, Unity's Mirror

### RELEVANT WORK EXPERIENCE

#### **Service Desk Analyst and Java Developer**

**Jun 2021 - Nov 2022**

#### **Fujitsu of America, Mississauga, ON**

- Collaborated with the team to efficiently manage and fulfill customer requests from school boards across Ontario ensuring successful resolution of customer inquiries
- Developed and implemented procedures to update both testing and live databases enhancing data accuracy
- Expertise in resolving issues with database extensions effective trouble shooting and resolving technical issues
- Used Azure DevOps to effectively manage development status resulting in timely completion of projects

### EDUCATION

#### **Bachelor's in Computer Science for Game Engineering**

**Jan 2023 - Present**

#### **Sheridan College, Oakville, ON**

- Expected date of graduation April 2027

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## **RELEVANT COMPETENCIES**

- Apply mathematical and scientific reasoning to effectively implement computer systems.
- Formulate solutions to computational problems, adapting learned computer science principles to the requirements when possible or designing new structures.
- Create software systems and reusable software modules in accordance with technical requirements and organizational standards.
- Use self-directed learning to meet unfamiliar, unexpected, or emerging challenges in the field of computing.

## **RELEVANT COURSES**

Gameplay Programming 1

Game Engine Architecture

## **PROJECTS**

### **Online Tetris**

- Developed a feature complete version of Tetris using Python on the back-end.
- Implemented the front-end code and time synchronization with Pygame.
- Added a multiplayer option using Python's socket API for local or online play.
- Hosted the server on Google Cloud compute engine for any public access.

### ***Overrailed***

- Developed a clone of the arcade-style game *Unrailed!* in the Unity Engine.
- Built a terrain generator based on Perlin noise.
- Implemented modular game systems and data persistence.
- Built a tutorial for the game using those modular systems in a new context.
- Built the project and published to itch.io to be playable in the browser and downloadable.

### **Mini Golf with Friends**

- Developed an online multiplayer mini golf game in the Unity Engine with the Mirror package.
- Used client-side and server-side architectures that are scalable and elastic.
- Developed fragment and vertex shaders for different models in the game.

## **CO-CURRICULAR**

### **Video Game Development Club President**

- Founded Sheridan's Video Game Development Club.
- Organize and host bi-weekly meetings, sharing my knowledge of the Unity Engine.
- Coordinate students from different programs to contribute their skills to collaborative group projects