**Nicholas G. Poole**

18 Prouty Lane, Rutland, MA 01543

gnpoole1984@gmail.com

(774) 312-5038

**Education:**

**SOUTHERN NEW HAMPSHIRE UNIVERSITY**        Manchester, NH

*Bachelor of Science* in Game Programming and Development Expected May 2018

**Skills**

**Programming Languages**: C++, C#, HTML.

**Computer**: Adobe Photoshop, Microsoft Office (Word, PowerPoint, Excel, Access), Unity Engine, Unreal Engine, ZBrush  
**Languages**: Verbal and written skills in English and Spanish  
**Misc.**: Statistical Analysis, Calculus

**Related Experiences**

**Gameplay Programmer, 2018 SNHU Game Jam** February 2018

* Worked on designing camera controls and image-judging mechanics.
* Team declared overall winner of event for its execution of design and mechanics.

**Gameplay Programmer, Jericho’s Burgers** February 2018 - present

* Wrote scripts detailing environmental interaction and NPC behavior.
* Implemented scripts to function in VR.

**Hyperhook Development Team** January 2017 – April 2017

* Acted as leading programmer for Hyperhook, an unreleased party game.
* Programmed player controls and ingame physics interactions
* Managed tasks and partly directed development.

**Boy Scouts of America** September 2007 – June 2014

* Worked in several community projects, leading one and collaborating with several others.
* Managed large-scale project to repair and repaint part of the Rutland Public Library.
* Communicated with clients, managed volunteer groups, taught workplace skills, and handled logistics and costs of the project.
* Gained skills in group management, emergency preparation, and finance.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Awards & Interests**

**Eagle Scout Rank**

**Interests** **–** Writing, Game Design, Statistics, Outdoor Activities.