

# NickHeindl

Resourceful engineer with 5+ years of AAA gameplay exp.  
Passion for outreach & crafting accessible experiences  
Loves Lego, Languages, and Learning

## Contact Info

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## Professional Work

### PUBG Corporation

Software Engineer  
Oct. 2020 - Present

### Activision | Blizzard

#### Raven Software

Software Engineer  
Feb. 2018 - Oct. 2020  
Associate Engineer  
May 2016 - Feb. 2018  
Engineer Intern  
Summer 2015

### Amazon

Engineer Intern  
Summer 2014

### Flippfly

Contract Unity3D Engineer  
Spring 2016

### Field Day Lab

Engineer Intern  
Summer 2013

## Education

### UW-Madison

Computer Sciences  
Linguistics  
May 2016

## Shipped AAA Titles

PUBG  
Call of Duty: Warzone  
Call of Duty: MW  
Call of Duty: Cold War  
Call of Duty: Black Ops 4  
Call of Duty: Online

## Leadership and Collaboration

### PUBG Corporation | Team Size: ~10

- Brought on to help kickstart a new engineering team at a young studio
- Assisted Tech Director with setting up a recruiting and interviewing process
- Consulted with internal/external departments to enact a new Perforce workflow
- Advocated with Legal & CSR teams to join Fair Play Alliance: [fairplayalliance.org](http://fairplayalliance.org)
- Consistently aided with process, onboarding, documentation, and tech support

### Raven Software | Team Size: ~5-20

- Led a small, multidisciplinary team in Activision-wide innovation competition
  - Sole team to pitch to executives twice; 2018 Business Pitch; 2019 Creative Pitch
- Started accessibility initiative at Raven; earned CAPXP Certification (see below)
- Engineering mentor to interns and folks in other departments (Design/QA)
- Collaborated with worldwide teams to set up analytics design & instrumentation
- Worked with the University Relations team to recruit at schools across the US
- Earned a Top Performer rating every year as part of annual review

### Personal

- Certified Accessible Player Experience Practitioner: [accessible.games/apxp](http://accessible.games/apxp)
- Actively presenting career talks, panels, and coaching to students of all ages
- IGDA GDC Scholarship Program Coordinator (2017-2018); Recipient (2015)

## Technical Proficiency

### PUBG Corporation | Unreal Engine 4

- Engineering feature owner for new vehicles as part of an unreleased map
- Owned and shipped an inherited game mode - Challenger Battle Royale
- Acted as integration engineer to support p4/git merges from non-technical staff

### Raven Software | 3+ proprietary engines, based on id Tech

- Led small team to design, architect, and implement a Ping Marker system
- Made new modes (Survival Plus, BR, etc.) and ported modes (Hardpoint, KC, etc.)
- Engineering owner for player mechanics and movement on unreleased project
- Prototyped a new locomotion type (swimming) for unreleased CoD project
- Built an automated testing tool to assist Design/QA with loot on CoD's first BR
- Created enemy AI (Crab) and treasure goblin system (Monkey) for Zombie mode
- Designed & built player ranking system; Used live metrics to tune rewards
- Diagnosed issues and simplified decades-old, error-prone SP Objective system
- Refactored and optimized live, heavily used MP systems (Equipment, etc.)
- Profiled code and established standards to reduce live server errors by tenfold

### Personal | Unity3D, Java, Python, Bash, Javascript, Obj-C, etc.

- Typing game with dynamic phrase generation; Featured at GDC (team size 2)
- Worked with Flippfly to port a prototype of indie title Race The Sun to AppleTV
- Built a petabyte-scale metadata gathering/extraction service for Amazon (solo)
- Launched an open source iOS plant identification platform (team size 2)
- Created a standalone open source iOS audio cropping tool (team size 2)