NickHeindl

(920) 850 - 7745
nheindl@wisc.edu
github.com/katamaritaco/me

Work Experience

Flippfly Games — Contract Programmer — 2016
- Responsible for working with unannounced Unity3D projects and the new TVOS platform for AppleTV.

Activision|Blizzard - Raven Software — SDE Intern — Summer 2015
- Call of Duty Online Major Mode Gameplay Team; polish existing game modes and prototype new ones.
- Developed a variant of the most popular PVE game mode; Utilized iterative design and user testing.
- Owned an engine internal tool to visualize weapon attachments that improved animation team efficiency.
- Optimized game critical systems and ported features from previous projects to improve player experience.

Amazon.com - Amazon Web Services — SDE Intern — Summer 2014
- Worked on the Discovery and Rover teams to architect a large scale metadata gathering and extraction service.
- Built a pipeline to gather millions of webpages, train data sets, and tune them for machine learning analysis.
- 58% more accurate in some localizations, and overall 4% more accurate than leading competitors.

Mobile Learning Incubator — Game Dev. Intern — Summer 2013
- Produced an open source field research platform on iOS and deployed to a test group of ~100 UW students.
- Worked with another to make an open source iOS audio cropper, and integrated it into an existing codebase.

Selected Projects

Monologue@Trainjam — 2015
- Hacked up a HTML5/JS typing game with dynamic phrase generation on a train ride from Chicago to San Fran.
- Featured at GDC, Gamejolt, Offworld, and Vsauce3. >90k Plays. http://gamejolt.com/games/monologue/56005

Interactive Dance Environment@BoilerMake 2014 🏆🏆 — 2014
- Created a modularized, touchless programming IDE/workflow using two Kinects and a Leap Motion.

Horton The Plant@hackMIT 2013 🏆🏆 — 2013
- @HortonThePlant can call, tweet, or text you his feelings based off of multiple sensor data inputs.

TextDate@Facebook Midwest Hackathon — 2013
- Used Naive Bayes and Google's Ngram set to accurately find the year that an English novel was written in.

Formal Education

University of Wisconsin-Madison 2016

Major Computer Science & Linguistics **Certificate** Game Development

Relevant Coursework: Data Structures, Machine Optimization, Algorithms, Operating Systems, Compilers, Artificial Intelligence, Comp. Cognitive Science, Software Engineering, Graphics, Virtual Reality, Game Design, Crypto, Info. Security, Natural Language Processing, Ling. Field Methods (Ukrainian), Historical Ling., Shamanism, Horticulture

Honors&Activities

International Game Dev. Assoc.
- IGDA GDC Scholar 2015

Badger Game Network
- Founder/Overseer

Undergrad Projects Lab
- Coordinator; upl.cs.wisc.edu

UW NEST Competition 2014
- 2nd place & Wisconsin Idea Award

UW NEST Competition 2013
- Wisconsin Idea Award

Google Games Chicago 2013
- 3rd overall - 1st in puzzles

BoilerMake 2014
- 2nd place overall (400+ hackers)

hackMIT 2013
- Best use of Wunderground API
- Featured in Boston Globe

UW Facebook Hack 2012
- Honorable Mention - Best Game

Languages&Skills

- Java • Go • Objective-C/iOS • C/C++ • Python • C# • Bash • MIPS Assembly • Javascript • German •
- git • Perforce • OpenGL • Windows/OS X/Linux • Unity3D • Photoshop • Blender • Project Euler •