# Nicklas Kenyon

Software Engineer

## Personal Info

**Email**
kenyoncreative(at)gmail.com

**GitHub**
kenyonnick

**LinkedIn**
linkedin.com/in/nicklas-kenyon

## Skills

**Programming Languages**
Java
PostgreSQL
C#
JavaScript

**Technologies**
Ansible
Amazon Web Services
Terraform
Vagrant
Spring
Unity 3D

**Digital Content Creation**
Adobe Photoshop CC
Autodesk Maya
Adobe After Effects CC
Adobe Illustrator CC

**Languages**
English (Native)
German (Fluent)
French (Elementary)

## Summary

My passion lies in using both my creative and technical abilities to positively impact other people. I have been helped in many different ways by the software, music, film, media, video games, and artwork created by others. I believe that a commitment to integrity and continuous improvement is essential to paying forward the positive experiences other creative professionals have provided to me.

## Work Experience

**Software Engineer I**, Nielsen, Queensbury NY                    Aug '18 - Current

- Created provisioning for the applications supported by my team using Ansible
- Migrated applications from on-premises infrastructure to AWS using Terraform and Ansible
- Co-created a Kafka consumer microservice using Spring Boot/Java
- Integrated Prometheus metrics, Sentry error reporting, and built Grafana dashboards and alerts
- Maintained and improved upon an internal data entry platform, REST API, and ETL process using Java and Groovy
- Attended grooming sessions, planning meetings, and scrum standups
- Delivered reliable results with short deadlines pressured by contractual obligations with customers
- Contributed to team growth through code reviews, offering training, and encouraging knowledge sharing

**Game Programmer Intern**, Project H.E.A.R.T., Remote                    May '17-Nov '17

- Contributed technical and artistic skills to an experimental art piece for the Oculus Rift
- Collaborated with programmers and artists to realize production goals
- Designed and implemented gameplay elements in Unity
- Modeled and animated game assets, such as architecture and vegetation, in Unity
- This piece has been exhibited in the U.S.A., Canada, and Spain

## Education

**The Honors Program at Clarkson University**, Potsdam, NY                    May '18

- **Computer Science and Digital Arts & Sciences** double major, with a minor in Mathematics
- 3.58 GPA

## Projects

**Radiant Gardeners**, Saratoga Springs, NY                    Aug '20 - Current

- Started a co-op gaming channel on Twitch with my girlfriend
- We provide an introspective on our relationship by playing co-op games, or making single player games co-op by splitting one controller
- Improved communication skills and confidence in public speaking
- Created stream visuals in Photoshop and developed scenes in OBS to maximize entertainment value
- Improved skills in audio and video production

**Dimension**, Multiple Locations                    Jan '16 - Aug '18

- Developed a first-person 3D platforming game in Unity
- Using the ability to change the direction of gravity, the player can change their perspective on the game
- Regularly documented and presented on design decisions