

# Nicklas Kenyon

## Software Engineer

### Personal Info

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

**GitHub**  
kenyonnick

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

**Cell Phone**  
+1-(518)-812-3150

### Skills

#### Programming Languages

Java  
PostgreSQL  
C#  
JavaScript  
Python

#### Technologies

Ansible  
Terraform  
Packer  
Vagrant  
Spring  
Spark  
Unity 3D

#### Amazon Web Services

EC2  
ASG  
Lambda  
EMR  
S3  
SNS

#### Digital Content Creation

Adobe Photoshop  
Adobe After Effects  
Adobe Illustrator  
Adobe Premiere  
Autodesk Maya  
Open Broadcasting Software

#### Languages

English (Native)  
German (Fluent)

### Summary

Software Engineer with two years of industry experience and a history of projects combining technical and creative disciplines.

### Work Experience

**Software Engineer I**, Nielsen, Queensbury NY

Aug '18 - Current

- **Languages:** Java, Groovy, Python, PostgreSQL
- **Third Party:** Ansible, Terraform, Packer, AngularJS, ActiveMQ, Kafka, Spark, Spring, Prometheus, HAProxy
- **Tools:** Datadog, Grafana, GitHub, Sentry, Jira
- **AWS:** EC2, ASG, Lambda, EMR, S3, SNS
- Developed a DevOps code base and best practices for my team
- Maintained and improved upon an internal data entry platform, REST API, and ETL process
- Attended grooming sessions, planning meetings, and scrum standups
- 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

- **Technologies:** C#, Unity3D, Autodesk Maya
- 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
- Modeled and animated game assets, such as architecture and vegetation
- 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

### Projects

**Radiant Gardeners**, Saratoga Springs, NY

Aug '20 - Current

- **Technologies:** OBS, Photoshop, Illustrator, iZotope Elements
- 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 to maximize entertainment value
- Improved skills in audio and video production

**Dimension**, Multiple Locations

Jan '16 - Aug '18

- **Technologies:** C#, Unity3D, Autodesk Maya, Adobe Photoshop
- Developed a first-person 3D platforming game in which the player can alter their perspective on the game by changing the direction of gravity
- Regularly documented and presented on design and development decisions