Nicklas Kenyon

Software Engineer

Personal Info

Email
kenyoncreative(at)gmail.com

GitHub
kenyonnick

Portfolio
nicklaskenyon.com

LinkedIn
linkedin.com/in/nicklas-kenyon

Skills

Programming Languages
Java
PostgreSQL
C#
JavaScript

Technologies
Ansible
Amazon Web Services
Terraform
Vagrant
Spring

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

Game Engines
Unity 3D
Unreal 4

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

Work Experience

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

- Created Ansible provisioning for the entire architecture supported by my team
- Updated application structures and configurations to make continuous integration more possible
- Used Terraform/Ansible to move some applications from on-premises infrastructure to AWS
- Co-created a Kafka consumer microservice using Spring Boot
- Maintained and improved upon an internal data entry platform, REST API, and ETL process
- Attended grooming sessions, planning meetings, and scrum standups
- Integrated Prometheus metrics, Sentry error reporting, and built Grafana dashboards and alerts to improve the team's understanding of application performance and pain points
- Provided application support during work hours and in an on-call rotation

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

- Experimental VR game/art piece for the Oculus Rift
- Collaborated with programmers and artists to realize production goals
- Designed and implemented gameplay elements and AI in Unity
- Used Autodesk Maya to model and animate game assets, such as architecture and vegetation

Projects

Dimension, Multiple Locations   Jan '16 -

- **Role: Sole Developer**
- First - person 3D Platformer made 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

Leadership Experience

Teaching Assistant, Clarkson University, Potsdam, NY   Jan '18 - May '18

- Helped teach a class on designing and developing for VR
- Provided technical instruction on making projects in Unity from programming to lighting
- Offered feedback on student designs and discussed design considerations when working in VR

Computer Lab Manager, Clarkson University, Potsdam, NY   Aug '16 - May '18

- Schedule employee shifts to maximize lab availability while accomodating each employee's complex schedule
- Hire and train new employees in lab monitoring duties
- Maintain flexibility to unpredictable schedule changes and the needs of employees

Education

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

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