Nicklas Kenyon

Software Engineer

Personal Info

Email
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GitHub
kenyonnick

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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 their perspective on the game by changing the direction of gravity
- Regularly documented and presented on design and development decisions