NICOLAS NEBEL

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EDUCATION

UC San Diego   Class of 2022

- Computer Science (B.S.)
- Cumulative GPA: 3.78

EXPERIENCE

Epic Games   Summer 2019

Unreal Engine Programmer Intern

- Will join the sequencer team to help improve Unreal Engine's cinematics tools

PROJECTS

Java 3D Renderer   git.io/fxJLY

- Real time CPU renderer in Java using Java's graphics libraries. Includes .obj file reader, first person camera

Vulkan 3D Renderer   git.io/fxJLZ

- An in-progress realtime renderer written in Vulkan using C++

Self Driving R/C Car   git.io/fxJLl

- Uses Keras models on donkeycar platform running on Raspberry Pi

Vive Filmmaker   git.io/fxoVy

- Tool made with Unity to help filmmakers film VFX/3D animations in virtual scene with virtual camera
- Led team @ SD Hacks, won NAVAIR FRCSW Advanced Technology & Innovation Prize

UCSD IEEE Quadcopter Project   git.io/fjnzu

- Leading a team of students in writing Computer Vision/SLAM algorithms for quadcopters to compete in IARC Competition

SKILLS

Languages: C++, Java, Python, C#
Technologies: OpenCV, Unity3D, Arduino, Vukan, DirectX, Keras