

# NICOLAS NEBEL

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## EXPERIENCE

### Epic Games

Summer 2020

*Unreal Engine Programmer Intern*

- Working with the sequencer team for a second time to further improve UE4's cinematics tools

### UCSD Immersive Visualization Lab

Winter 2020

*Software Developer*

[git.io/JfzE7](https://git.io/JfzE7)

- Developed a cinematic volumetric renderer for medical scans from MRI, CT, and similar scanners
- GPU-optimized, supports transfer functions and volumetric, diffuse, and clearcoat materials

### Epic Games

Summer 2019

*Unreal Engine Programmer Intern*

- Worked with the sequencer team and related artists to make several additions and improvements to UE4's cinematics tools, including the curve editor, sequencer, and spline tools

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## EDUCATION

### UC San Diego

Class of 2022

- Computer Science (B.S.), GPA: 3.65, Member of IEEE and ACM
- Took CSE 167: Computer Graphics I & CSE 168: Computer Graphics II

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## PROJECTS

### CSE 168 Final Project

[link](#)

- Something something hair rendering

### Vive Filmmaker (SDHacks)

[git.io/fxoVy](https://git.io/fxoVy)

- Led team to make a VR tool using Unity to help filmmakers film VFX/3D animations in a virtual scene with a virtual camera

### VR on Fire

[git.io/Jfzzn](https://git.io/Jfzzn)

- Made a web VR visualization of a NIST fire dataset with 360° video and temperature data for an on-campus lab

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## SKILLS

**Languages:** C++, Java, Python, JavaScript, C#

**Technologies:** Unreal Engine, Unity3D, OpenGL, Vulkan, OpenCV