

# NICOLAS NEBEL

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## EDUCATION

UC San Diego

Class of 2022

- Computer Science (B.S.), GPA: 3.78
  - Member of IEEE and ACM
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## EXPERIENCE

Epic Games

Summer 2019

*Unreal Engine Programmer Intern*

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

UCSD IEEE Quadcopter Project

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

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

Vive Filmmaker

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

Java 3D Renderer

[git.io/fxJLY](https://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](https://git.io/fxJLZ)

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

Self Driving R/C Racecar

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

- Uses Keras models on donkeycar platform running on Raspberry Pi
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## SKILLS

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

**Technologies:** OpenCV, Unity3D, Arduino, Vulkan, DirectX, Keras