

NICOLAS NEBEL

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EXPERIENCE

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

EDUCATION

UC San Diego

Class of 2022

- Computer Science (B.S.), GPA: 3.74
- Member of IEEE and Event Director/Co-Founder at ACM

PROJECTS

UCSD IEEE Quadcopter Project

git.io/fjnzu

- Led a team of students in writing Computer Vision/SLAM programs using ROS and OpenCV for quadcopters to compete in IARC Competition

Vive Filmmaker

git.io/fxoVy

NAVAIR FRCSW Advanced Technology & Innovation Prize at SDHacks

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

Java 3D Renderer

git.io/fxJLY

- Real-time CPU rasterizer written using Java's Swing API
- Includes .obj file reader, first person camera

Vulkan 3D Renderer

git.io/fxJLZ

- A real-time renderer written in C++ using Vulkan (WIP)

Self Driving R/C Racecar

git.io/fxJLl

- Uses a Keras neural network on a Raspberry Pi to calculate turn angle and speed with images from a front-facing camera

SKILLS

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

Technologies: OpenCV, Unreal Engine, Unity3D, Arduino, Vulkan, DirectX, Keras