

# 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

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## EDUCATION

### UC San Diego

Class of 2022

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

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## PROJECTS

### UCSD IEEE Quadcopter Project

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

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

### Self Driving R/C Racecar

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

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

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## SKILLS

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

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