

Nickolas Cerrone

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Career Objective

Entry-level game developer seeking a full-time position where I can apply my programming skills and passion for games to create memorable and engaging experiences for people around the world.

Project Experience

Surreal Engine - C++ Developer

January 2024 - Present

A game-engine powered by SDL2, enabling the creation of 2D games.

- Implemented Lua scripting support via LuaBridge for easier game customization
- Engineered a scene management system, allowing users to construct scenes composed of actors
- Created a component system for actors, complete with lifecycle and physics callbacks
- Integrated the Box2D physics engine, providing users with a robust physics API
- Designed an intuitive input API that supports keyboard, mouse, and gamepad interactions

Corrupt Eldritch Order - Unity Developer and Quality Assurance

January 2024 - April 2024

An action rogue-lite where you must combine weapons and battle monstrosities to escape the abyssal depths.

- Collaborated effectively with multiple departments within a 40-member game development team
- Acted as UI developer where I lead the implementation of menus, notifications, and the player's HUD
- Gathered bug reports, feature requests, and polish concerns from testers during QA playtests
- Implemented simulated currency drops using Unity's particle system

Drawn Together - Unity Developer

October 2023 - December 2023

A split-screen puzzle-platformer where each player must use their unique abilities to help the other progress.

- Designed and implemented unique character abilities, split-screen, and cinematic camera features
- Refined game design through interactive playtests
- Designed an effective introductory level which communicated advanced player abilities
- Implemented in-game UI, a title screen, and narrative cutscenes
- Led the creation of the game's trailer and marketing efforts and the production of an animated trailer

Open Sheet - Web and Application Developer

May 2023 – August 2023

A digital character sheet for tabletop roleplaying games with a focus on user customization.

- Designed project structure entirely from scratch using Electron and React
- Standardized user input and program output data with JSON schema validation
- Employed the NextJS React framework to streamline page routing and project management
- Transformed large, complex datasets from external sources to fit project requirements

Skills

Programming Languages: C++, C#, Python, Lua, SQL, JavaScript, C

Technologies: Unity, Jira, Confluence, Git, React, Electron, Visual Studio, Xcode

Education

University of Michigan

August 2021 - April 2024

Bachelor of Science in Engineering, Computer Science, 3.5 GPA

Monroe County Community College

December 2018 - May 2021

Associate of Applied Science, Computer Science, 4.0 GPA

Work Experience

Cinnaholic - Front of House Baker

July 2022 - August 2023

- Delivered exceptional customer service, fostering a cooperative professional environment