Nicholas Chalkley

Technical Artist · Software Engineer
789 Briarcliff Rd NE Unit H3, Atlanta, GA, 30306
678-755-9348 | nicholas2.chalkley@gmail.com | nchalkley2

Skills

Advanced (5+ Years of Experience): 3ds Max, C++, Unreal Engine (3 and 4), Unix/Linux Development
Intermediate (3+ Years of Experience): Python, Java, Lua, OpenCL, MySQL
Novice (1+ Years of Experience): C#, Unity, MongoDB

Work Experience

EQ-Games — *Atlanta, GA*

Lead Gameplay Programmer — *February 2019 - Present*

- Currently developing unannounced multiplayer mech fighting game in Unreal Engine 4.
- Writing C++ gameplay programming for the aforementioned project.
- Writing the networking code for the multiplayer features in the aforementioned project.

Beam Imagination — *Atlanta, GA*

Technical Artist — *January 2018 - December 2018*

- Created AR/VR apps for the Atlanta Braves with Beam using photogrammetry.
- Coordinated and directed photogrammetry of individual Braves players.
- Designed/modeled a realtime 3d demonstration of a prototype Delta Air Lines in-flight beverage cart.

Student Innovation Fellowship (SIF) — *Georgia State University*

Environment Artist — *Summer 2016 - January 2018*

- Modeled buildings for the SIF 3d Atlanta Project. The project is a historical recreation of Atlanta in the early 20th century.
- Conducted photogrammetry for the SIF Oakland Cemetery 3d archival project and the Kell Hall archival project.
- Assisted Georgia State University course designers on integrating 3d modeling classes into SIF projects.

Passion Projects

Microservice Image Board Server

https://github.com/nchalkley2/ImgboardServer — *July 2018 - Present*

- Created in C++/Python using IncludeOS.
- Utilizes a microservice architecture to do webserver hosting in parallel.

GPU-Accelerated Landscape Generator

https://github.com/nchalkley2/LandscapeGenerator — *December 2017 - Present*

- Inspired by Bob Ross, the video game Dwarf Fortresses' world generation, and the CPU-only landscape generation program World Machine.
- Uses Unreal Engine 4's blueprint system for non-destructive node based generation.
- Uses GPU processing to generate landscapes with simulated erosion.

Unreal Engine 4 Space Station Simulation Game

https://github.com/nchalkley2/UE4-SS13 — *Spring 2014 - Winter 2015*

- Created a multiplayer space station simulation game based on the game Space Station 13.
- Used the game engine Unreal Engine 4.
- Integrated the OpenCL and OTL libraries with Unreal Engine for the project. Used OpenCL for the atmospheric simulation and MySQL with the OTL library for storing player data and committing database transactions.
- Used Marvelous Designer for the player clothes.

Education

Georgia State University
Pursuing a B.S. in Computer Science

Atlanta, Georgia
Winter 2016 - Present