

# NICKOLAS FRAUS

(248) 835-3685 | [nickolasfraus@gmail.com](mailto:nickolasfraus@gmail.com) | East Lansing, MI | [linktr.ee/nickolasfraus](http://linktr.ee/nickolasfraus)

---

Zealous Game Programmer with one year of game development experience and four years of coding practice, seeking a game development internship to apply hands-on programming techniques and skills learned at Spartasoft Studio and Michigan State University.

## Skills:

- Unity Game Engine and ProBuilder, Visual Studio and Visual Studio Code
- Programming in C, C++, C#, Python, ~~Java,~~ and ~~Html~~
- Collaboration in GitHub, Plastic SCM, Trello, Discord, Zoom, and Skype
- Creative applications in Adobe Photoshop, Illustrator, and Premiere Pro, and Blender
- ~~Familiarity with windows and iOS platforms~~
- ~~Knowledge of computer hardware from building and managing a PC~~

## Experience:

- 
- **Programmer of *Tomb for Two* – Spartasoft Studio** 09/2022 – Present
    - Served as a leader to and collaborated with a team of 60 people in Unity
    - Oversaw several developers through tasks ranging various areas of Unity Development
    - Coded modular managers and interactions, specialized for the design team's ease of use
    - Used Unity NavMesh to create enemy AI
  - **Personal Game Project – *Speckles Drop*** 01/2022 – 04/2022
    - Strengthened my background of C# scripting in Unity by developing a game start to finish
    - Iterated code and script interactions to solve problems
    - Researched C# scripting techniques
  - **Programmer of *Knight by Night* – Spartasoft Studio** 02/2022 – 05/2022
    - Collaborated with a team of 30-40 people in Unity working in teams of varying sizes
    - Programmed Unity C# scripts, and fixed bugs in code as the project ensued
    - Developed intricate and detailed enemy classes to allow designers the freedom of making custom advanced attack behavior
  - **Club member of Spartasoft, Game Design Club** 09/2022 - Present
    - Learned techniques and concepts for multiple stages of game development
    - Oversight into operations outside of my discipline
    - Made connections with designers and developers at Michigan State University
  - **Spartasoft November Game Jam** 11/2022
    - Programmed on a team of 7 people to create a 3D game in Unity in under 48 hours
    - Coded enemy scripts using 3D math to make the scene lively and interactive
    - Created a system for the player to consume objects and increase the player's scale

## Education/Awards:

---

<b>Bachelors in Games &amp; Interactive Media</b> , Michigan State University	Fall 2020 - Spring 2024
GPA: 3.6	
<b>Diploma</b> , Troy High School	Summer 2020
GPA: 3.7	