

Nic Hindes

Software Engineer

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Redmond, WA | 303-475-9907

Skills

C++ • C# • C • Java • Debugging • 3D Mathematics • Multi-threading • State Machines

Unity • Unreal 5 • GitHub • Perforce • SVN • Japanese • Unicycling

Education

DigiPen Institute of Technology

April 2024

Bachelor of Science in Computer Science and Game Design

Projects

Tech Lead, *Route of All Evil* (Unreal Engine 5.3)

Nov. 2024 - Present

- Designing and implementing AI behaviors using Unreal Engine's behavior trees
- Fine-tuning the character controller by leveraging friction and impulse to make drifting feel satisfying
- Leading tech team to implement various features of enemy and player interaction, namely collision and item drops
- Reviewing and refactoring systems related to player controller and item drops to fix bugs and ensure scalability

Gameplay Programmer, *Basil and the Isles of Spice* (Unity)

Sept. 2022 – Dec. 2023

Nominee for Best Student Game in Unity Awards 2024 | [Steam](#)

- Created various mini-games and character interactions to add diversity and vibrance to the game
- Implemented dynamic audio emitters and 30+ audio assets to enhance user experience and overall game feel
- Built a custom player controller that used physics and acceleration for precise and natural platforming/exploration
- Cooperated with audio and design teams to iterate and improve upon game feel and player experience
- Tested weekly builds against submission requirements to ensure a quality product

Gameplay Programmer, *Arali* (C++ Custom Engine) | [Steam](#)

Sept. 2021 - April 2022

- Simulated intelligent enemies and NPCs using a custom finite state machine to control NPC behavior
- Implemented collision into the custom engine using the bounding box and circle-circle techniques
- Collaborated with artists and sound designers to implement all animations and sound effects to enhance user experience and bring the world to life

Work Experience

Instructor, Open World at DigiPen

June - Aug. 2024

- Taught various weeklong courses to kids aged 9 to 13 in computer science and robotics
- Developed curriculum for future classes taught by Open World

Teacher's Assistant for Intro to Game Development, WANIC at DigiPen

June - July 2023

- Coached 30+ high school students in game development, including debugging techniques, coding best practices, game balance, and art and animation

Assistant to the Head of Facilities, Evergreen Country Day School

June - Aug. 2019 - 2022

- Responsible for maintaining and improving the school and its grounds, as well as preparing the school for the coming school year