

Nicholas Ammann

Tools Programmer

 nicholas.ammann@digipen.edu

 (503) 724-3575

 www.linkedin.com/in/nicholasammann

Technical Skills

- > C/C++ (2 years)
- > Python (familiar)
- > Qt
- > ImGui

Development Tools

- > Git
- > Doxygen
- > Valgrind
- > Microsoft Visual Studio

Interpersonal Skills

- > Task organization
- > Written communication
- > Teamwork
- > Interdisciplinary communication

Student Projects

Tools Programmer - Lamb Planet

3D open world sailing game in custom C++ engine

April 2017 – present

Team Size: 9

- > Utilized PyQt in Maya to create a GUI for exporting FBX files to speed up art pipeline
- > Construct Unity-like game editor utilizing Qt to improve workflow
- > Allow for dynamic object creation by implementing component inspector in editor
- > Integrate custom C++ engine with editor features such as archetype system to improve iteration
- > Recruited 2 artists by pitching game idea to 150+ people

Tools & Audio Programmer - Sourcerror

2D action-arcade game in custom C++ engine

August 2016 – April 2017

Team Size: 8

- > Implemented in-engine debug tools that assisted debugging and monitored performance
- > Built application with ImGui for editing object archetype files to reduce human error
- > Utilized ImGui to build a .json file editor for audio data tables to organize sound events
- > Constructed an event driven, data driven audio engine integrating FMOD Studio
- > Collaborated with sound designer to ensure audio met required specifications
- > Allowed for handling of keyboard and mouse events by integrating DirectInput

UI Programmer - Mika

2D action platformer in custom C engine

January 2016 – April 2016

Team Size: 6

- > Built sprite-based text system to streamline dialogue implementation for designer
- > Created custom HUD and menu system to make UI more efficient and stable
- > Implemented intuitive UI elements to improve user experience
- > Devised team task lists for each milestone to ensure project deadlines were met
- > Awarded Best Freshman Game 2016 out of 40+ project teams
- > Showcased at PAX Prime 2016

Education

Bachelor of Science in Computer Science & Real-Time Interactive Simulation

Expected May 2019

DigiPen Institute of Technology

- > Dean's List for January 2015 – April 2015
- > TA for Linear Algebra – Fall 2017