





Nicholas Ammann

Tools Programmer

 nicholas.ammann@digipen.edu
 (503) 724-3575
 www.linkedin.com/in/nicholasammann
 nickammann.com

Technical Skills & Development Tools

- > C/C++
- > C# (familiar)
- > Python (familiar)
- > Git
- > Qt
- > WPF (familiar)
- > Visual Studio
- > VS Code
- > Unreal (familiar)

Interpersonal Skills

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

Work Experience

Developer Tools Intern - Magic Leap

May 2018 – August 2018

Intern with SDK & Dev Tools team working on suite of tools for AR development

- > Diagnosed and developed solutions to resolve painful aspects of developer workflow
- > Extended build script to improve internal development of SDK features
- > Built augmented reality applications to explore best practices for custom toolset and engine API

Academic Projects

Tools & Audio Programmer – Takowana County

September 2018 – Present

1st person, narrative-focused mystery/horror game in Unreal 4

Team Size: 18

- > Collaborated with audio team to implement in-game audio from Wwise project
- > Worked on Python script to transfer skin weights between models in Maya

Tools Programmer / Producer - Lamb Planet

April 2017 – August 2018

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

Team Size: 12

- > Constructed Unity-like game editor with Qt and integrated with custom engine
- > Utilized PyQt in Maya to create a GUI for exporting FBX files to speed up art pipeline

Perforce GUI

January 2018 – April 2018

WPF app to streamline Perforce workflow for content creators

Independent Project

- > Interfaced with Perforce repository using C# and the P4 .NET API
- > Iterated on design by wireframing layout and prototyping user flow

Tools & Audio Programmer - Sourcerror

August 2016 – April 2017

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

Team Size: 8

- > Built applications for modifying object archetype and audio data files to reduce human error
- > Constructed an event driven, data driven audio engine integrating FMOD Studio
- > Worked with sound designer to ensure audio met required specifications

UI Programmer - Mika

January 2016 – April 2016

2D action platformer in custom C engine

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

Education

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

Expected May 2019

DigiPen Institute of Technology