





Nicholas Ammann

Software Engineer

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Technical Skills & Development Tools

> C/C++ > Git > Visual Studio
> C# (familiar) > Qt > VS Code
> Python (familiar) > Azure > PowerShell

Interpersonal Skills

> Task organization
> Written communication
> Interdisciplinary communication

Work Experience

Software Engineer - Microsoft

June 2019 – Present

Azure Media Services Infrastructure team

- > Maintained and improved service for internal developers to allow simulated production testing
- > Assisted media encoding team with transition to new technologies and buildout of production resources
- > Migrated locally hosted service to cloud-based technology to improve reliability
- > Mitigated time-sensitive live incidents during on-call shifts to maintain service level agreements

Developer Tools Intern - Magic Leap

May 2018 – August 2018

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

- > Diagnosed and developed solutions to resolve painful aspects of developer workflow
- > Built augmented reality applications to explore best practices for custom toolset and engine API

Academic Projects

Tools & Audio Programmer – Takowana County

September 2018 – January 2019

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
- > Managed team of artists, programmers, and a sound designer to deliver on project deadlines

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

- > Created custom HUD and menu system to make UI more efficient and stable

Education

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

May 2019

DigiPen Institute of Technology