

Nicholas Jordan Crow

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EDUCATION

University of California, San Diego
Bachelor of Science, Computer Science

San Diego, CA
2014-2018

TECHNICAL SKILLS

C#, Unity, Python, Java, JavaScript, Bash, Git, Android Studio, C, C++, Bigquery

EXPERIENCE

Redemption Games, Technical Director

CA | June 2024 – Present

- Led the engineering team to discuss feature implementation methods that ensure proper scalability for future technical needs.
- Worked closely with the management and production leads to bridge the gap between the engineering and the leadership team, ensuring clear understanding of core feature requirements.
- Facilitated design reviews on the technical requirements of new features in order to improve implementation speed.
- Authored technical specifications for core game features including client and server components, with future product goals in mind.
- Leveraged Bigquery analysis to conduct comprehensive analysis and developed solutions to improve CPI, retention, and ROAS.

Redemption Games, Senior Software Engineer

CA | Nov 2022 – June 2024

- Built a new core gameplay engine from scratch using Photon Quantum and the entity component system for an online real time pvp collapse match puzzle game.
- Pioneered test driven development in order to dramatically improve development speed and catch bugs earlier, significantly reducing development time and bugs.
- Personally interviewed new technical hires to build out a well-balanced team, focusing on a strong cultural and skill alignment.
- Collaborated with the production team across multiple projects to plan roadmaps, provide estimates and delegate tasks to other team members, enhancing overall team efficiency and performance.
- Engineered prototype games for potential partnerships with external parties.

Redemption Games, Software Engineer

CA | Nov 2019 – Nov 2022

- Designed and implemented multiple frontend and backend elements for client facing features in both C# and Javascript.
- Managed an offshore engineering team for implementation of a larger in-game feature, the “Cake Decorator” event, providing daily feedback based on code updates to ensure the feature implementation was completed in a timely manner.
- Redesigned core gameplay engine from scratch for an unreleased collapse puzzle game, achieving an over 100% increase in efficiency, with the goal of increasing future iteration speed for new titles.
- Streamlined the iteration process for implementing in game obstacles, significantly increasing throughput and facilitating quick updates to the new gameplay engine.

Tsunami XR, Software Engineer

CA | June 2017 – Aug 2019

- Ported Windows standalone Unity VR application to Android, Oculus, Oculus Quest, and Vive Focus.
- Developed an LOD system to optimize 3D model rendering, enhancing performance on lower memory devices.
- Familiarized working with the Strategy, MVVM, Adapter, and other object oriented design patterns.

CSVr, Founder

CA | Sep 2016 – June 2018

- Designed a 3D interface using Unity to help high school and college students visualize the difficult concepts of computer science.
- Using Virtual Reality to take education to a new level.

Virtual Reality Medical Center, Unity Designer

CA | Mar 2016 – Jan 2017

- Built scenes in Unity implementing and heart rate monitoring for medical use.
- Created virtual simulations to calm patients going through different phobias such as fear of heights.

NanoVR, Intern

CA | July 2016 – Mar 2017

- Helped to integrate Photon Unity Networking with the HTC Vive.

Extreme Private Proxies, Owner

CA | Nov 2010 – July 2016

- Seller of IP addresses which help protect user anonymity online.
- Have had thousands of recurring customers worldwide.
- Over a three year period, gross profit margin grew from 30% to 55%.

PROJECTS

Collect Curiously, Owner

CA | April 2021– Present

- Built an ancient numismatic company from the ground up, specializing in Ancient Roman and Ancient Greek coins.
- Designed software to make listing products extremely efficient, increasing throughput by more than 500%.
- Analyze competitor rankings in order to gain more sales and traction.
- Decreased shipping delays by automatically printing custom packing slips when a user places an order.