Nicholas Zollinger

Gameplay Engineer

Profile

Driven and detail-oriented gameplay engineer with a strong foundation in software engineering and game programming and the ability to collaborate closely with artists and designers to bring great ideas into reality.

Education

Bachelor of Science in Game Programming
Academy of Art University, San Francisco, CA (2021-2025)
Relevant coursework: Data Structures and Algorithms, Low-Level Programming and Optimization, Programming Game Engines

Associate of Arts in Liberal Arts
Chabot Community College, Hayward, CA (2012-2015)

Projects

Build Engineer *Nessie Engine* - Personal Project (2025)
- Written in C++20. Build System written in Lua, utilizing Premake.
- Used to learn, practice, and explore engine and lower-level programming topics such as Build Systems, Collision Detection, & Graphics.

Gameplay Engineer *Project Soccer* - Personal Project (2024)
- Made in Unreal 5.5 - written primarily in C++.
- Utilized Influence Map, Utility Theory and UE's Behavior Trees to have AI agents move and act as a team.

Experience

Student Representative Academy of Art University (2024)
IT Systems Coordinator Destinations Unlimited (2013-2015)
Camp Counselor Boy Scouts of America (2010-2014)

Contact

nicholas.zollinger+work@protonmail.com

Website
nicholaszollinger.github.io

LinkedIn Profile
linkedin.com/in/nicholas-zollinger

GitHub
github.com/nicholaszollinger

Key Skills

Programming Skills
Debugging, profiling, code optimization, 3D Math.

Programming Languages
C++ 17/20, C#, Lua 5.4

Game Engines
Unreal Engine 5, Unity

Tools and Technologies
Visual Studio, Perforce, Git, SDL2

Interpersonal
Team player, diligent researcher, creative problem solver, willingness to teach and learn, punctual, strong work ethic, critical thinker, analytical