

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)

Unity Jr. Programmer Certificate Unity Technologies (2021)

Projects

Build Engineer *Nessie Engine* (2024)

- Written in C++20, utilizing Vulkan and Lua 5.4, built to be cross-platform, created independently. [NEEDS UPDATE]

Gameplay Engineer *Project Soccer Arcade Game* (2024)

- Made in Unreal 5.4 - written primarily in C++.

Experience

Student Representative Academy of Art University (2024)

IT Systems Coordinator Destinations Unlimited (2013-2015)

Camp Counselor Boy Scouts of America (2010-2014)

Contact

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Website

[TODO: Put in Link when public]

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