Nicholas Zollinger

Software Engineer

Profile

Driven and detail-oriented software engineer who is proficient in C++ and has a passion for gaming technology and innovation.

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

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.

Project Soccer - *Personal Project* (2024)
- Made in Unreal 5.5 - written primarily in C++.
- Utilized an Influence Map, Utility Theory and UE's Behavior Trees to have AI agents move and act as a team.
- Created a Debug View system to easily create visualizations useful for debugging.

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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GitHub
github.com/nicholaszollinger

Key Skills

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

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

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