Nick Peters Luciani

Game Engineer

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SKILLS

LANGUAGES: C#, C++, Python, Javascript, Lua, SQL

TECHNOLOGY: Unity, .NET, Visual Studio, VS Code, Git, AWS, Trello, Jira

OTHER:
- Mobile application development and deployment (Android & iOS)
- Developing gameplay mechanics and systems
- Designing software architecture
- Understanding and developing for complex software requirements

EXPERIENCE

Martin Engineering, Neponset IL (remote) - *Software Developer*

AUGUST 2016 - PRESENT
- Designed, developed, and deployed an IoT-management mobile app, including both frontend and backend systems, utilizing .NET and AWS
- Implemented backend processes that perform ETL operations on IoT data
- Provided technical support to address issues raised by users and teammates
- Monitored collected data for inconsistencies and errors
- Maintained and debugged various system components

EDUCATION

Bradley University, Peoria IL - *B.S. Computer Science - Game Technology*

AUGUST 2012 - MAY 2016

Completed courses in Java, C#, and C++ programming languages including material such as data structures, algorithms, operating systems, software engineering, database management, game design, and game modification. Worked on a team creating a mobile physics-based puzzle game developing minigame mechanics, hints feature, and localization support.

PROJECTS

In my free time I enjoy working on game or app ideas I feel passionate about. I'm most interested in working with procedural generation, gameplay mechanics, and innovative gameplay.

You can check out some of my projects at **nick-peters-luciani.github.io**