



# Nicholas Cullen

# Game & Software Dev



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[www.github.com/nickc01](https://www.github.com/nickc01)



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## Skills

- C#
- C++
- HTML
- JS
- Lua
- CSS
- HLSL Shaders

## Tools & Frameworks

- .NET Core
- Git
- SFML
- Unity3D
- Visual Studio
- VS Code
- CMake
- Vuforia
- Photon
- Playfab

## Summary

Recent Game Programming graduate with a focus in C#, C++, Javascript, Lua, and a variety of other tools and libraries. Many game related projects have been developed over the course of 5+ years, demonstrating my love for the gaming industry. I have honed my skills in web, application and software development, creating innovative Windows GUI applications and a stunning portfolio page using HTML, CSS, and Javascript. My eagerness to learn new technologies would be valuable asset to any team or project in need of a skilled and passionate developer.

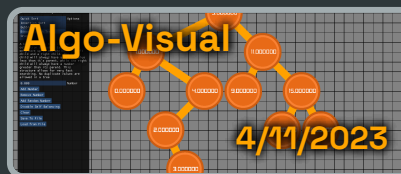
## Projects

More projects at: [nickc01.github.io/?projects](https://nickc01.github.io/?projects)



Corrupted Kin is a Hollow Knight mod built in C# that adds a revamped bossfight. It uses a 2D Wave System created using HLSL shaders and a dynamically updating mesh.

[nickc01.github.io?corrupted-kin](https://nickc01.github.io?corrupted-kin)  
[github.com/nickc01/Corrupted-Kin](https://github.com/nickc01/Corrupted-Kin)



AlgoVisual is a C++ program showcasing various data structures and sorting algorithms. It uses GTest for unit testing and IMGUI and Raylib for graphical visualization.

[nickc01.github.io?algo-visual](https://nickc01.github.io?algo-visual)  
[github.com/nickc01/AlgoVisual](https://github.com/nickc01/AlgoVisual)



Dungeon Escape is a top-down exploration game I developed in C++. It uses SFML for the graphics and input and CMake for building the game for multiple platforms.

[nickc01.github.io?dungeon-escape](https://nickc01.github.io?dungeon-escape)  
[github.com/nickc01/Dungeon-Escape](https://github.com/nickc01/Dungeon-Escape)

## Education

Bachelors in Game Programming  
GPA 3.94 / Deans List

University of Advancing Technology  
Tempe, AZ

CompTIA A+ Certification

March 2023

## Work Experience

Utility Clerk / Bagger  
Strack & Van Til Grocery Store

Jan 2018 - Present  
Munster, IN

- Bag and carry people's groceries
- Clean and sweep the floors

- Replace trash cans around the store
- Help customers find what they're looking for

Summer Assistant  
Homewood-Flossmoor High School

June 2017 - August 2017  
Homewood, IL

- Built and replaced teacher and computer lab PCs, ensured consistent software setup with Clonezilla
- Installed network cables in school drop ceilings and maintained projectors

- Learned skills in networking, device maintenance, problem-solving, and implementing tech solutions to improve productivity
- Configured Chromebooks, set up charging stations and installed printers