# NICK MALLORY RESUME PROGRAMMER

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Website: superstronggames.com

#### **WORK**

# 2018 Digital Intern - Ontario Public Service

- Currently an intern at the Ontario Public service working with HTML5, Javascript, NodeJS, and MySQL for web development and C# for app development

#### **EXPERIENCE**

To view my online portfolio please visit: https://nickmly.github.io/

## 2018 React/NodeJS TodoList

- Created a full-stack app using React for the frontend, NodeJS for the backend, and MongoDB for the database

## 2017 Social Media Website

Created a social media website using NodeJS and MongoDB and Semantic UI for styles

#### 2017 *TOJam 2017*

- Worked as a programmer in a game jam
- Made a worms clone with a team of 4 people

# 2016 -2017 *Custom C++ Engine*

- Developed a custom C++ game engine with a friend
- Aims to replicate Unity's component system
- Uses OpenGL for rendering and SDL for input and window system

## 2015 - 2018 *Recession (Steam)*

- Lead a team of three to create a Unity 5.6 game that released on Steam
- Game is a 4v1 cops and robbers asymmetrical shooter
- Responsible for developing concept, programming all the game's code, and designing the game play
- Created advertisements/trailers and marketed game through YouTube/Twitch
- Tested game with multiple individuals for live debugging
- Setup business name/website as well as contracts for team members

## PROGRAMMING LANGUAGES

- Javascript (ES2015+2016 included)/HTML/CSS/PHP 2 years of experience
- C# 4 years of experience
- C++ 3 years of experience
- Java 2 years of experience
- **Swift** –Half a year of experience

### **SKILLS**

- Troubleshooting and problem solving
- Apache/MAMP –2 years of experience
- **iQuery** 2 years of experience
- NodeJS, Express, and React 1 year of experience
- MongoDB/MySQL 1 year of experience
- GitHub/SVN/Bitbucket 3 years of experience
- WordPress 1 year of experience
- Bootstrap and Semantic UI 1 year of experience
- Unity 5 and Unreal Engine 3+ years of experience

## **EDUCATION**

## 2014 - 2017 Humber College - Game Programming (Advanced Diploma)

I graduated Humber College's three year Game Programming program in April 2017 with 85.5 GPA.

References available upon request. Willing to relocate.