NICK MALLORY RESUME PROGRAMMER

Contact: 647-515-2443 or nickmly@gmail.com

Website: superstronggames.com

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 - Present *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

2015 Zombie Killtime (Steam)

- Created and released a game on Steam using Unity 4
- Responsible for developing concept, programming all the game's code, and designing the game play
- Did advertising for game through YouTube, Facebook, Reddit, and Twitter
- Learned how to lead a team, how to go through a development cycle, and the online publishing process

PROGRAMMING LANGUAGES

- Javascript/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
- jQuery 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.