NICK MALLORY RESUME
GAME PROGRAMMER

EXPERIENCE

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

2017 *TOJam 2017*

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

2017 *Animal Revolution*

- Real-time strategy game and third-person shooter mix
- Made in Unreal Engine 4 using purely C++

2016 - Present *Custom C++ Engine*

- Currently developing 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)*

- Leading a team of two to create a Unity 5.6 game to be released on Steam in the near future
- Game is a 4v1 cops and robbers asymmetrical shooter
- Responsible for programming all the game's code and designing the game play

2015 *Zombie Killtime (Steam)*

- Released a game on Steam in 2015. Made using Unity 5
- Responsible for programming the game and design. Leader of a team of two.

LANGUAGES

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

SKILLS

- **Troubleshooting and problem solving**
- **Unity 5** - 3+ years experience
- **Unreal Engine** - 1.5 years experience
- **OpenGL** - 1 year experience
- **SDL** - 3 years experience
- **GitHub/SVN/Bitbucket** – 3 years experience

EDUCATION

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

Graduated Humber College's Game Programming program in April 2017 with 85.5 GPA.

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References available upon request.
Willing to relocate if necessary