NICKOLAS SIMONS

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EDUCATION

University of Illinois at Urbana-Champaign Expected May 2025
Bachelor of Science in Computer Science GPA: 3.92/4.00
Game Studies and Design Minor

Illinois Institute of Technology August 2021 - May 2022
Bachelor of Science in Computer Science GPA: 4.00/4.00

Related Coursework:

Algorithms and Models of Computation	Data Structures
Systems Programming	Computer Graphics

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Haskell
Frameworks/Tools: Git, Perforce, Unreal Engine
Spoken Languages: English and Japanese (Functional)

WORK EXPERIENCE

The stu/dio at Illinois Champaign, IL
Programming Lead/Technical Designer April 2024 – Present

- Collaborate with the design team to draft technical design docs and system loops
- Implement gameplay and accessibility features using C++ and Unreal Engine's Blueprint for design facing features
- Conduct programming team code reviews to ensure codebase is maintainable and scalable
- Draft programming protocols and establish conventions to maintain readability and consistency across projects

University Housing Champaign, IL
University Housing Student Coordinator September 2022 – May 2024

- Train and mentor new coordinators
- Provide guidance and supervision to student workers, ensuring adherence to dining hall policies and procedures

PROJECT HIGHLIGHTS

Master Dancer VR (C++/Blueprint, Unreal Engine 5) May 2024 – Present

- Implemented movement-based rhythm minigame and utilized Gen-AI framework to implement character dialogue
- Created a system for stereoscope-based seamless level streaming

Void Horizon (C++/Blueprint, Unreal Engine 5) January 2024 – Present

- Implemented effects-based card, equipment, and skill systems
- Utilized data-driven framework to allow card and equipment assets to be generated from design spreadsheets

Untiled Game (C++/Blueprint, Unreal Engine 5) September 2022 – December 2023

- Developed system for replicating dynamically generated environment partitions to clients during runtime
- Implemented adjustable attack tracing component

Othello Game (Haskell) April 2022 – May 2022

- Modelled Othello game with computer-controlled opponent and variable board sizes
- Utilized mini-max algorithm on a pruned game tree to implement computer-controlled opponent