NICKOLAS SIMONS

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EDUCATION

University of Illinois at Urbana-Champaign August 2022 - May 2025
Bachelor of Science in Computer Science GPA: 3.94/4.00
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	Operating Systems Design
Systems Programming	Computer Graphics	Audio Lab

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Java, Haskell, OCaml, Blueprint
Frameworks/Tools: Git, Perforce, Unreal Engine 5, Unity3D
Spoken Languages: English and Japanese (Functional)

WORK EXPERIENCE

stu/dio : work-for-hire studio operating through University of Illinois for faculty projects
Champaign, IL
Programming Lead, Gameplay Programmer April 2024 – Present

- Collaborated with the design team to draft technical design docs and gameplay system architecture
- Implemented gameplay and accessibility features for use in classroom setting
- Integrated code review tools into Perforce version control and migrated project pipelines to stage-based-development workflow
- Drafted programming protocols and established style conventions to ensure maintainability across projects
- Managed a team of 10 programmers working across 6 projects

PROJECT HIGHLIGHTS

VRchaeology (stu/dio) May 2025 – Present

- Implemented quest and action-signifier system to streamline level scripting and player prompts for designers
- Developed system allowing player to scrap and dig into surfaces using tools to perform tasks like excavation and stratigraphy

Master Dancer (stu/dio) May 2024 – Present

- implemented system for tracking and managing dialogue subtitles to their sources within 3D space.
- Programmed two quantized movement-based minigames including data-driven level authoring tools for designers

Untiled Game (solo personal project) December 2024 - Present

- Developed system for replicating dynamically generated environment partitions to clients during runtime
- Implemented replicated adjustable attack tracing components using Epic's Gameplay Ability System

Void Horizon (team personal project) January 2024 – May 2025

- Implemented lightweight effects-based card, equipment, and skill systems based on Epic's Gameplay Ability System
- Utilized data-driven framework to allow game assets and dungeons to be generated from design spreadsheets

Othello Game (class project) May 2022

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