

Nick Thorpe

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[LinkedIn](#)[GitHub](#)

Profile

Hard working and versatile developer with a passion for design. Through working in teams and diligently on my own I have developed the confidence and skills needed to bring projects from the concept phase to market.

Technical Skills

Languages: Swift, C#, Python, SQL, VBA

Software Experience: Xcode, Unity, MySQL, Git, Photon, Visual Studio, Blender, Adobe Photoshop, Adobe Illustrator, Office 365, PowerApps, PowerBI

Projects

Alchamancer | May 2019 – Feb 2020

[GitHub](#)/[AppStore](#)/[PlayStore](#)

- Wrote code for all elements of the game including AI player behaviour, game mechanic systems, sound integration, visual effects, UX/UI and more
- Implemented networked matchmaking and gameplay using Photon (PUN 2)
- Designed all in game systems including a spell system to organize current spells and allow new spells to be easily added to the game
- Created a beta test Discord community to gather feedback from play testers which was then used to improve game features and identify bugs
- Identified, tested, documented and fixed bugs
- Created pixel art for the game using DotTable and Affinity Designer
- Implemented an in app purchase system specifically used for donations
- Launched the game on both the App Store and Play Store while also managing both mobile store accounts and listings
- Managed and created marketing content for the game's social media accounts

Cube Runner | Jan 2019 – Nov 2019

- Worked in a small team to create a 4 player local multiplayer experience
- Built systems in C# including an AI pathfinding system using the A* algorithm
- Used Unity built-in collaboration feature to work with the team remotely
- Worked with an artist and ensured the art they created for the game would have the correct aesthetics and dimensions to fit the game
- Tested the game to document bugs and provide feedback to the team
- Designed and implemented a system which allowed users to switch between different types of controllers (PS4, Xbox, etc.)

ChristmasDive | Nov 2018 –Dec 2018

[AppStore/PlayStore](#)

- Worked on a team consisting of an artist, musician and programmer to create a mobile game
- Completed development and launched in just over a month
- Wrote code for scene navigation, UI, sound, physics/collision and touch controls
- Implemented Unity Ads and designed the in game monetization loop
- Ensured the game was launched and available on both the App store and Play Store before the deadline

Work Experience

Technical Support Specialist | PartsTrader

July 2018 –Present

- Provide thorough support and issue resolution for customers who are using an online marketplace
- Tracked customer interaction data through Microsoft Dynamics 365
- Research issues on various computer systems and antivirus software
- Work with customers to ensure they understand the issue and solution
- Built systems with VBA and PowerApps to automate tasks in the office
- Used Excel and PowerBI to generate reporting for management

Area Manager | Juice Press

April 2017 –June 2018

- Led a team of thirteen employees spread across two different locations
- Managed inventory and stock for multiple storefronts
- Tracked and reported all revenue clearly to upper management
- Prepared supply budget for corporate management approval
- Responsible for ensuring adequate staffing of both locations including hiring and terminations

E-Commerce Business Manager | Architecture of Man

Jan 2016 –Oct 2017

- Researched products that have a high probability of being successful on the Amazon marketplace
- Built and designed branding for the company side by side with a graphic designer
- Optimized and maintained multiple Amazon listings
- Communicated with overseas manufacturers to source products and organized shipping to Amazon warehouses
- Advertised through the use of Amazon and Facebook ads
- Tracked sales trends and ad results to accumulate data and build strategies to optimize our advertising budget

Completed Courses

iOS Development | **Udemy:** iOS 13 & Swift 5 –The Complete iOS App Development Bootcamp

SQL | **Udemy:** SQL –MySQL for Data Analytics and Business Intelligence