

Nicolas Delbue

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Recent graduate, seeking a position of game programmer contributing to the development of video games

EDUCATION

CHAMPLAIN COLLEGE Vermont, Bachelor of Game Programming May 2024

Cumulative GPA: 3.49; Dean's List 2020-2024

WORK EXPERIENCE

Software QA Internship at Teledyne LeCroy. October 2024 - Present

Objective: develop test software for a variety of Teledyne Test Tools equipment. This testing is done based on SW released by our partners in China, Lebanon, to make sure that all visual customizations did not contain evident bugs.

- Worked and Collaborated on an automatic test infrastructure for oscilloscopes.
 - Made python scripts to automatically analyze the matching of screen images to an expected reference.
 - Made a python script to automatically run through all test permutations
- Helped testing software and firmware updates of a novel cable tester design for USB4 active cables, which has been developed for a production environment. Hence robustness of the results is essential.
 - The SW did not have remote infrastructure. Therefore, I developed test SW in Python allowing me to find GUI elements on screen so that a virtual mouse could control the execution of automated tests.

Independent Game programmer

June 2024 - Present

Objective: Develop a game in Unity that will hopefully be published online on the platform Steam as well as help grow my skills as a programmer.

- Worked and Collaborated on multiple systems that are important for the game's overall function.
 - I worked on and made a custom Event system using the listener and observer pattern which will be used throughout the rest of the game's features and systems.
 - Made an objective system using Unity's templates to track main and sub-objectives and to allow for different objectives and an easy way to create more objectives both main and sub-objectives

RELEVANT PROJECT

Capstone project: RIPTIDE (Released on Steam 2024)

September 2023 – April 2024

Systems & Lead Programmer, 2023-2024, using Unreal Engine 5.

Worked in a team of 8 people which expanded to 17 people after the first semester.

- Programmed a modular objective system that allows for quickly setting up of level objectives without needing to program, rather drag and drop with changes to variables.
- Set up Steam integration and created a simple function to allow the unlocking of achievements to be called anywhere in the game by using one function and the name of the achievement.
- Created a narrative system that plays dialogue throughout a level, intertwined with the objective system, allowing for dialogue to play throughout the level.

Relevant final year coursework:

September 2023 – April 2024

EGD-420 Game Studio III, (Capstone project)

GPR-430 Networking for Online Games

GPR-350 Game Physics

CSI-281 Data Structures & Algorithms

ADDITIONAL SKILLS

Technical Skills: Proficient in C++, C#, Unity, Unreal Engine 5.

Novice in Godot, Python, HTML

Languages: Fluent in English; Conversational Proficiency in Italian, Basic French

Other: Team communication, Agile development, Problem-solving, Collaboration