Nicolas Langley

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Relevant Skills

Experience in Java, C, C++, Python, OpenGL, and UnrealScript
Comfortable with Linux, Mac OS X, and Windows
Familiar with Eclipse IDE, Visual Studio, Android SDK, Unreal Development Kit and ROS
Knowledge of Computer Graphics, Robotics and Game Development
Bilingual in English and French

Education

2009-Present. B.Sc. in Computer Science with minor in Linguistics: 3.5/4.0 GPA
McGill University, Montreal, Quebec. Expected graduation: April, 2014

Related Experience

2012-Present. **Team Member**. Ubisoft Game Lab Competition. Montreal, Quebec
-working within a team of 8 McGill students to design a game prototype with Unreal Development Kit
-serving role of programmer and level designer

2012-Present. **Programmer**. Independent Project to develop application for Android smartphones
-using Java to develop a mobile translator between English and Blackfoot that uses MySQL to service translations
-leveraging experience with Linguistics to generate phonetic pronunciations

Other Experience

Summer 2012. **Camp Counselor**. McGill Sports Camp, Montreal, Quebec
-Directed campers, ages 6-15 in numerous sports and games
-Coordinated and planned activities with a team of other counselors

2009-2012. **Varsity Basketball Player**. McGill University, Montreal, Quebec
-Performed as member of team in high-pressure situation
-Devoted 25 hours weekly to practice and games

2007-2009. **Varsity Basketball Player**. National Elite Development Academy. Hamilton, Ontario
-Participated as one of 12 players representing Canada in a year-round residential basketball program

Awards and Scholarships

2011. AISES Intel Scholar
2010. AISES Google Scholar
2009-2010. CIS Academic All-Canadian
2010. Member of U18 Canadian Men's National Basketball Team