

Nicolas Karayakaylar

Software Developer and Writer



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Programming

- > Python
- > C#
- > C++
- > Java

Web Dev

- > Elixir
- > JavaScript
- > HTML
- > SCSS

Engines

- > Unity
- > Unreal
- > GameMaker Studio 2
- > Ren'Py

Writing

- > Tutorials
- > Plays
- > Visual Novels
- > Role-Playing Games
- > Comedy

Awards

- > Eagle Scout
- > Winner of Traverse City
Young Playwrights' Festival
- > National Merit Semifinalist
- > Rennselaer Medalist

Websites

- > Github:
github.com/nicolassims

Profile

I am a recent college graduate seeking full-time employment in the computer science field, where I can leverage my abilities as a skilled programmer and writer. I am courteous, curious, and take pride in my work. I am available to relocate, and love to travel. Personal and professional references are available upon request.

Education

Northeastern University | Boston, MA

Khoury College of Computer Sciences | May 2021

BS in Computer Science and Game Development

Graduated with Honors | Dean's List, 4 years

Relevant Courses: Web Development, Computer Systems, Object-Oriented Design, Networks and Distributed Systems, Algorithms and Data, Software Development

Professional Experience

Lead Developer

Freudian Creations | Remote | Sept 2017 – Present

- > Managing a team of 7+ artists to deliver assets on time.
- > Posting bi-weekly developer blogs, updating audience on progress.
- > Growing and maintaining audience of ~300 interested followers.
- > Programming and implementing cutscenes for an original cutscene engine.

Quality Assurance Tester

Studio Aurum | Remote | Oct 2016 – Aug 2020

- > Bugtested alpha builds of a Unity game.
- > Effectively located programming, graphical, and narrative errors.
- > Utilized MantisBT software to log and raise issues.
- > Proposed bugfixes and alternate methods of achieving design goals.

Extended Realities Application Developer

Biogen | Cambridge, MA | July 2019 – Dec 2019

- > Designed interactive models of human biosystems for VR environments.
- > Used the Unity engine to program applications for CAVE systems.
- > Created applications for Oculus and HTC headsets.
- > Adapted platform-specific code for compatibility with other platforms.

Digital Alternate Reality Game Developer and Writer

Extra Ludic | Boston, MA | Oct 2017 – May 2018

- > Expanded option trees to accommodate a wide range of player input.
- > Wrote dialogue and room descriptions for virtual labyrinths and NPCs.
- > Designed location-dependent gameplay for use in an ARG.
- > Implemented aforementioned gameplay using ARIS engine.