

# Nicholas E. Way

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## EDUCATION

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### University of Michigan Honors College

B.S. in Computer Science (GPA: 3.610), B.A. in German (GPA: 3.867)

Course Highlights: Web Systems, Advanced Algorithms, Game Engine Architecture

Ann Arbor, MI

Graduation April 2026

### Albert-Ludwigs-Universität

Intensive German language Study Abroad program

Course Highlights: Database Systems, Computer Graphics, Computer Vision

Freiburg im Breisgau, Germany

October 2024–August 2025

## EXPERIENCE

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### WolverineSoft Studio

#### Creative Producer (Soul of the Forest)

Ann Arbor, MI

January 2024–May 2024

- Automated repetitive asset integration process in Unity game, requiring 50% less human input and resulting in a 20% faster milestone delivery.
- Led a team of developers to complete quarterly project deliverable for publication to Steam ahead of schedule.

#### Art Department Lead (Curse of the Corsair, Subtension)

August 2021–December 2023

- Scaled Art Department from 3 to 8 members, implementing updated asset pipelines that maximized modularity and scalability, boosting task completion by 50% and enabling delivery of higher-quality assets.
- Trained and mentored new artists in asset creation workflows, improving onboarding speed and ensuring consistent visual quality across projects.

### WolverineSoft Club

#### Officer

Ann Arbor, MI

December 2021–May 2024

- Created advertising strategies and posters for organization of over 1500 members, achieving the highest in-person attendance in club history.
- Directed teams in rapid prototyping in 48-hour game jam programming contests, earning multiple first-place awards

### Otsuka Novel Products GmbH

#### Product Communication Intern

Munich, Germany

May–July 2021

- Developed a categorization system for EU hospital prescription drug safety feedback, resulting in a 100% increase in accuracy routing reports to the appropriate teams..
- Created English translation protocols for pamphlets packaged with prescription drug, improving clarity and reducing errors from nonnative speakers.

## PROJECTS

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### SpiroVR

- Developed prototype VR app in Unity with handheld breath sensor to support airway clearance therapy for Cystic Fibrosis patients, tested with over 30 users.

Ann Arbor, MI

January–April 2024

### bieg2D

- Designed and implemented a custom 2D game engine in C++ (5000+ original lines of code), featuring physics, Lua scripting and animation tools.

Ann Arbor, MI

January–August 2024

## SKILLS & HOBBIES

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Experience with C++, Python, SQL, C#, Lua, JavaScript, Jira, Git, Digital Art tools, English (fluent), German (fluent).