Nicholas E. Way

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EDUCATION

University of Michigan Honors College, Ann Arbor, MI - 2021–Present

Taken classes in Computer Science, XR Education, German, Organic Chemistry and others. Intended majors in Computer Science and German. Anticipated graduation in April 2026.

Menlo Atherton High School, Atherton, CA — 2017–2018, 2019–2021 National Merit Semifinalist and AP Scholar with Distinction.

Gymnasium Starnberg, Starnberg, Germany -2018-2019

EXPERIENCE

WolverineSoft Studio, Ann Arbor, MI

Creative Producer — Jan 2024-Present

Producer / designer at a student-led game development studio, responsible for creating and assigning tasks via Jira for programmers, artists, writers and audio engineers.

Lead Artist — 2021–2023

Oversaw a team of seven game artists, created 2D assets for Unity game.

WolverineSoft, Ann Arbor, MI

Marketing Lead -2022-2023

Treasurer - 2021-2022

Created advertising strategies and graphic design for an organization of over 1500 members, including posters, emails, and outreach. Helped organize and competing in bimonthly game jam programming contests. Applied and received grants to fund events.

Summer Intern, Otsuka Novel Products GmbH, Munich, Germany — 2022

Intern at German subsidiary of Japanese pharmaceutical company. Categorized EU safety feedback, consulted on English for pamphlets packaged with prescription drug.

Computer Assisted Design Lead, M-A Robotics Team, Atherton, ${\rm CA}-2017$ –2021 Member of Steering Committee and CAD team lead overseeing eight students.

Research Intern, Harvard Wyss Institute, Cambridge, MA - 2020

Participated in a summer internship at the Wyss Institute for Biologically Inspired Engineering. Supported the team in researching NSP3 proteins on SARS-CoV-2.

SKILLS

Programming: C++, Python, C#, Lua, Java, and GDScript.

Languages: Fluent in English and German, working knowledge of Dutch. Experience with Jira, Git, Perforce, Unity DevOps, and Digital Art tools.