

# Nicholas E. Way

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Portfolio: <https://niemway.github.io/> niemway@umich.edu

## EDUCATION

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

Taken classes in Computer Science, Web Development, XR Education, German, and others.  
Intended majors in Computer Science and German, anticipating 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**

## RECENT PROJECTS

**Bieg2D — 2024**

Solo Developer

Developed a lightweight C++ game engine using Lua scripting. Designed for developer ease of use, uses SDL2 for rendering and Box2D for physics. [niemway.github.io/projects/bieg2d/](https://niemway.github.io/projects/bieg2d/)

**SpiroVR — 2024**

Software Developer

Breathing-based mini-game collection for lung health created in EECS 440. [spiro-vr.github.io/](https://spiro-vr.github.io/)

## EXPERIENCE

**WolverineSoft Studio, Ann Arbor, MI**

**Lead Artist — 2021–2023, Creative Producer — Jan 2024–Present**

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

**WolverineSoft, Ann Arbor, MI**

**Marketing Lead — 2022–2023, Treasurer — 2021–2022**

Created graphic design and ran hackathon-style events for an organization of >1500 people.

**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.

**Research Intern, Harvard Wyss Institute, Cambridge, MA — 2020**

Summer intern at biology lab. Supported team in researching NSP3 proteins on SARS-CoV-2.

## SKILLS

Programming: C++, Python, C#, Lua, JavaScript, GDScript. Some experience with Java and C.

Languages: Fluent in English and German, working knowledge of Dutch.

Experience with Jira, Git, Perforce, Unity, Unreal Engine, and Digital Art tools.