NICHOLE LASATER

596 Ruby Rd, Livermore, CA 94550
www.linkedin.com/in/nicholelasater
nlasater@ucsc.edu ◇ (925) 518-5490

Educational Qualifications
◇ Pursuing a B.S. in Computer Science and Game Design at UC Santa Cruz, graduation in 2018
◇ GPA of 3.44

Technical Qualifications
◇ Programming Languages: Java, C, C++, C#, HTML, CSS, Javascript, Python, GLSL
◇ Familiarity with Unity 3D and Unreal Engine
◇ Experience in Web Design, including both traditional web content and web-based games
◇ Experience creating games from the ground up - design, implementation, and artistic assets
◇ Acted as Scrum Master for Agile Scrum
◇ AI development experience, from both a tools and a feature perspective
◇ Experience with Android Development, native and via Apache Cordova
◇ Experienced with Git
◇ Knowledge of graphics programming, using WebGL
◇ Skilled with Photoshop, Illustrator, and various digital painting and graphics software
◇ Proficient with Microsoft Windows and Office Suite

Projects
◇ **Solus**

October 2017 - Present - *www.playsolus.com*
Solus is a poignant, first person 3D puzzle game that draws inspiration from traditional puzzle-solving games and walking simulators. It is designed to be an experience of discovery, with a rich and twisting narrative. Solus is being created using Unreal Engine 4, and is expected to release on Steam in June 2018.

◇ **EvoSim**

December 2017 - github.com/nlasater/EvoSim
Developed in 4 weeks using Unity 3D and C#, EvoSim was designed to prototype a new use for genetic algorithms as both a feature and a world building tool. It combines an eclectic art style with a sophisticated genetic algorithm to model a collection of species and their evolution across several environments. Users can alter the environments and watch the creatures react. Migration, birth and death rate, and speciation are modeled.

This project received commendation from the course's professor, and was recognized as the best of the class.

◇ **Surveillance State**

    June 2017 - *johann-spaulding.itch.io/surveillance-state*

    Surveillance State is a 2D browser-based game, written in Javascript using the Phaser framework. The player must slip through several levels, hiding behind walls and objects to avoid the sight of guards. Part of the internal design includes a method to create levels visually without any coding knowledge and import them automatically into fully designed levels, with everything from environment layout to NPC behavior.

◇ Other projects are detailed on my linkedIn profile. Take a look!

Work Experience

◇ Web Content Developer Intern at Corsair Components - Summer 2017

    Worked on over 1000 product display pages, crafting elegant and engaging web content. Also optimized the site for search engines and aided with user testing, collecting and identifying various issues with the site as Corsair migrated backend upkeep to a new service provider.

◇ Chief Artist at Fantasy Faces Face Painting - 2010 - 2016

    Worked with children in a fast paced, customer service focused environment. Worked public and private events and trained other artists.

◇ Cook at Bella Roma Pizzeria - 2013 - 2014

    Extremely fast-paced environment, where I multitasked between line cook, prep cook, cashier, and waitress. I prided myself on my efficiency and friendliness, and enjoyed the challenge and variety of the work.

◇ Sales Associate at American Eagle - Holiday Season 2013

◇ Intern as Assistant Stage Manager for Shakespeare Associates - Summer 2012

Scholarships And Awards

◇ Pedrozzi Foundation Scholarship
◇ Two First Place and Best of Show awards on artwork in the Alameda County Fair