# Nick Engell

✉ nx8456@gmail.com  🌐 Portfolio: https://nwe4309.github.io/  📞 (315) 559-3062

## ✚ SUMMARY

Recent graduate from RIT with 8+ years of experience programming and logic problem solving. Experienced with team projects that utilized scrum and agile methods of development. Proficient in designing and creating software from scratch, and creating from a pre-defined plan.

## ✚ EMPLOYMENT

### Golisano Institute for Sustainability
Rochester, NY
Django Web Development Co-op — May 2021 to Aug. 2021

· Created Django based front-end website to make a python based process assessment for industrial robots service more user friendly.
· Created admin based access to database and user specific saved assessments using Django credential tools.
· Programmed functionality for database of user generated assessments to be automatically updated and saved.

### New York Power Authority
Marcy, NY
Computer Applications Developmental Intern — June 2019 to Aug. 2019

· Developed Windows applications in C# using Visual Studios, designed to increase worker productivity.
· Created a time tracking application linking workers project logged times with their timesheets, designed to improve accounting accuracy.
· Designed an online user-friendly grid database application integrating electrical power bids with pertinent information, ideally reducing manpower while increasing worker proficiency.

## ✚ AWARDS

### Rochester Institute of Technology ·
### IGM Showcase – Technical Excellence – Winner
Apr. 2022

My capstone game The Shattering Swords won the Technical Excellence award at the IGM showcase competition

### Rensselaer Polytechnic Institute ·
### RPI Gamefest – Technical Excellence – Finalist
Apr. 2022

My capstone game The Shattering Swords was a finalist in the Technical Excellence award at the RPI Gamefest competition

## ✚ ACTIVITIES

### Swimming · Member of the RIT swim team
Sept. 2017 to Oct. 2018

· Committed 20 hours per week to practice and competition while maintaining full academic course load

## ✚ EDUCATION

### Rochester Institute of Technology
Aug. 2017 to May 2022

Bachelor of Science Game Design & Development 2022
Master of Science Game Design & Development 2022
Summa Cum Laude, GPA 4.0

## ✚ PROJECTS

### The Shattering Swords (Capstone Project)
Feb. 2021 to May 2022

· Third-person melee combat game designed and developed over the course of a year with a talented team of five developers and six artists that evolved over time.
· Main personal contribution was the creation of the boss fight, with heavy focus on the AI behavior of the boss.

## ✚ SKILLS

| PROGRAMMING LANGUAGES | SOFTWARE / LIBRARIES |
|---|---|
| C# (5 years) | Unity |
| C++ | Visual Studios |
| Java | Maya |
| Python | Git |
| HTML | MySQL |
| CSS | Jira |
| Javscript | tModLoader API |
| | OpenGL |
| | Unreal |